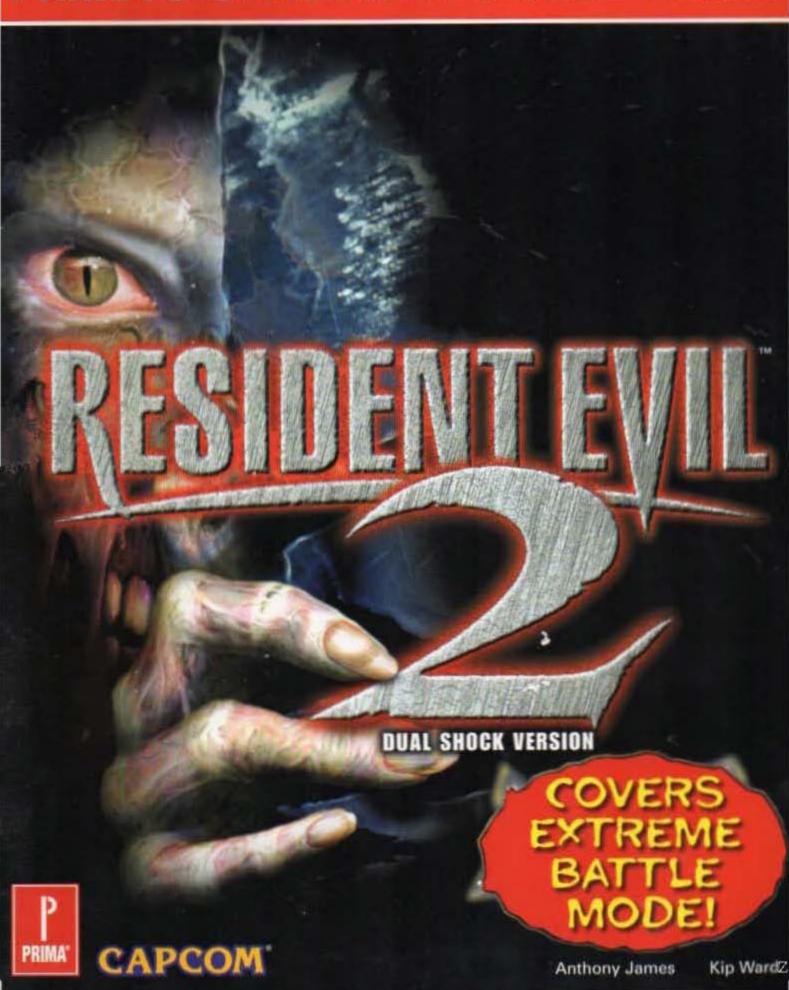
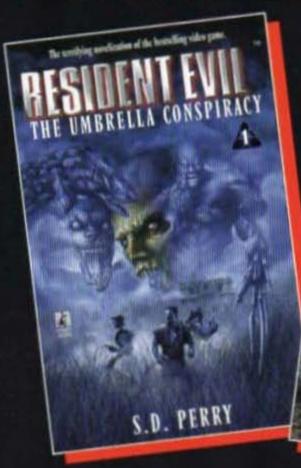
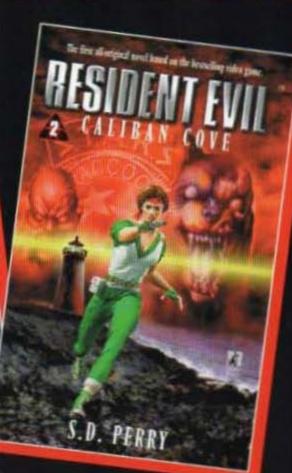
PRIMA'S OFFICIAL STRATEGY GUIDE



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latform and computer

The experience of Resident Evil 2, like most of the best platform and computer games, is a healthy hybrid of many different gaming genres. It's neither a hard-

core shooter, nor is it purely a puzzle game.

The controls are simple enough when it comes to interacting with the world around you, and the game itself won't let you make foolish mistakes—you can't use up something valuable if you really don't need to, or stray too far from the path without it nudging you (albeit perhaps a little harshly) back in the right direction.

This book wasn't designed to lead you along by the nose, though it can impart that

level of detail if you're the kind of person who likes to follow a walkthrough religiously. We think giving too much detail takes a little something out of the experience, especially in a game that is, essentially, one big haunted house. If half the fun is getting there quickly, the other half is just as certainly getting bitten or clawed when you least expect it. You'll heal. Or, at worst, you can reload.







Using this Book

Getting the most out of this book and still getting the most out of the game is a balancing act, and you should feel free to wander around a little bit. When you reach a point where it seems there's nowhere

to turn, you can turn these pages and the answer you need will be there.

Though the core of the game remains unchanged whichever character you choose, you'll find that Resident Evil 2 is well worth playing from both of the protagonists' perspectives. The weapons,

for one, are almost completely different, and the largest puzzle of the adventure—unlocking access to the sewers below the Police Station—is also unique for each character.





The Storylines



For the benefit of the three or four people who didn't experience the ghoulish mayhem of the first Resident Evil, it makes sense to fill in a few gaps story-wise right up front.

A short while ago, at least in game time,
Raccoon City was ravaged by a bizarre plague
of Zombies. It seems the infamous Umbrella
Incorporated had devised a new kind of biological warfare—the T-virus, to be

exact—which was let loose on the general population, causing horrible mutations and quite a bit of chaos.

Thanks to the efforts of the Raccoon City Police Department's S.T.A.R.S. investigative team—led by the heroic duo of Chris Redfield and Jill Valentine—

the T-virus menace was ultimately abolished.

But since when was one horrific mutagenic virus ever enough? Umbrella, not content to let dead Zombies lie, concocted a new superweapon—the G-virus—and it has picked up right where the last catastrophe left off.

Once more, Raccoon City has been consumed—or very nearly so—by ghoulish legions of undead.

Enter our heroes, Leon and Claire. Leon is a Raccoon City police officer, and his arrival for duty on the force just happens to coincide with the full-scale assault on Raccoon City by the latest product of Umbrella's hideous vision.

RPD

Claire is the sister of Chris Redfield, who, along with the rest of the S.T.A.R.S. unit, has been missing for several days. She also shows

up in the city just in time to stumble into the maelstrom of merciless evil that Umbrella has unleashed.

As either Leon or Claire, you must penetrate the Umbrella Laboratory, and save the city from its latest night-mare. And hey—who are we kidding? There's got to be more at stake here than just one metropolis. Zombies, as most people are quick to recognize, are never satisfied with just a little real estate. They have designs on the world as we know it.

The horror has begun anew. Who's to say where it could end?









Genne Besies Besie Controls

- ↑ Moves your character forward
- Moves your character backward
- ← Turns your character counter clockwise
- → Turns your character clockwise
- × Action/Examine/Fire button
- Cancels a command; run button
- Calls up the Inventory Screen
- ▲ Not used

R1 Draws Weapon

L1, L2, and R2 not used

Start Pauses the game; brings up the Status Screen Select calls up the Option Screen

Learn to Juke

Leaning to "juke" enemies is a key to staying alive when you are low on ammo. To "juke", stand to one side of a given enemy to lure it toward you, then immediately break for the opposite direction to pass the enemy.

The World of Resident Evil

Interacting with the Resident Evil 2 environment can be a little tricky until you start to get a feel for the game. If you've never had the pleasure of playing the first game, that confusion is compounded.

In a nutshell: If you have some good reason to want to manipulate an element of the game, the game will let you know.

Manipulating Objects in General

If you want to pick something up, stand near it and use the Action button. If the object can be placed in your inventory, the game will ask if that's what you had in mind. If there's some clue you can obtain by examining an object, that, too will be imparted upon your character's close inspection via the Action button.



Moving Objects in Particular

Some objects in the game—primarily certain statues and boxes—can be pushed by Leon or Claire.

Position the character so that he or she walks into the object in the direction you'd like to push it, and if the object can be pushed, it'll move.

Using Weapons

When battling the spawn of the G-virus, just point and shoot, and that process is even less complicated if you activate the auto-aim feature. Equip your weapon of choice and fire away. Even with auto-aim in effect, however, you need to be mindful of an enemy's relative height: is it crawling along the ground, or perhaps sticking to the ceiling? If so, you'll want to angle your attacks downward or upward to score the hit.

A Word on Reloading

In addition to the weapons you'll carry in your inventory, you'll likely have ammo of different types to refill each gun. If you fire a gun until it's empty, then continue to press the Fire button on the controller, you'll eventually fish around for some more ammo and reload. Meanwhile, someone (or something) is usually gnawing away at one of your appendages. Opt for the manual reload. That is, after you've fired a few shots, assess the situation. If there's no immediate threat—a monster right next to you about to attach itself—call up the inventory, and use the Combine function to add ammo to your weapon. That way, you'll avoid clicking on an empty chamber while the enemy gains ground.

Healing Yourself



Of course, even the best adventurers get bit every now and then, and when that happens you'll want to put a little something on that owie. Resident Evil 2 has a short and sweet list of healing options.

First Aid Spray

The small white canisters are the biggest healing agent in the game. One can will heal you completely. We tend to keep these in the storage Chests unless we know for a fact that a big battle lies ahead. Most of the time, you'll be taking damage in relatively small increments, and using First Aid Spray is a waste unless your health meter is registering in the Danger zone.



Green Herbs

A single Green Herb heals incrementally, which is just the thing when your health meter is advising Caution. There's plenty of Green Herbs found in and around the Police Station. Try to always carry one or two with you, and count on finding others close to most monster encounter areas.

Blue Herbs

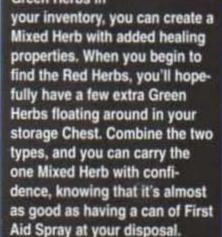
Blue Herbs are used to cure the Poison condition. The giant Spiders that crawl through the sewers below the Police Station are notorious poison spitters, and you'll begin to find Blue Herbs as you edge closer to the underground. Occasionally, you'll find them growing in small planters: you can use them, but you can't collect them into your inventory.



Red Herbs

) ir

By combining the Red and Green Herbs in



Saving the Game

You can choose to save your progress at any of the old Typewriters scattered throughout the game, as long as you have an lnk Ribbon to type with. Ink Ribbons are plentiful, but not excessively so. Make sure that you don't save the game in precarious health, or after every minor accomplishment, and all's well.

Storage Chests

Any Item you place in a large Chest is available to you at any such Chest throughout the game. In most cases, there are Chests readily accessible when you need one, but sometimes, especially in Claire's case (as she has no Lighter in her inventory automatically) it's prudent to check the walk-through for tips on what you might need in the area shead.



General Hints

- Your supply of ammo is limited, so use it wisely. If you run out of bullets, Equip the Combat Knife!
- If you take damage and your character starts to limp or walk funny, check your Condition. If your health is low, administer some First Aid Spray. This completely restores you to full health.
- Don't parade around with a full inventory. Always unload unneeded items into an Item Box so you can collect new items.
- If an enemy grabs you, rapidly press the Action button to shake him off.
- * When you find a new item, always use the Check feature to examine it for hidden properties.

A and B Adventures

Resident Evil 2 is a very unique game because you must play it through twice to see 100 percent of the game. Basically it works like this: There are two adventures to play—Adventures A and B. These two adventures are actually two sides of the same story—one from each character's perspective. When you first play the game, you pick a character, either Leon or Claire. The first character you pick plays Adventure A. Once you complete Adventure A, you begin the Adventure B with the other character. If you play through Adventure A with Claire, you will start Adventure B with the given save file using Leon. The differences between the two adventures are fairly substantial. In Adventure B, you begin the game on the opposite side of the flaming rig wreck and must take a completely different path to the Police Station. Once inside, you may be in the same terrain as in Adventure A, but you'll venture into new areas and face new enemies. You'll also uncover new facts about the story line that will clear up some things, as well as pose new questions. On top of that, you will face the true last boss by completing both adventures and see the complete ending.

Leon's Welldbrough

As we noted previously, the characters in Resident Evil 2 have particular abilities and objectives within the game that vary the gameplay. It's arguable whether one character has an easier path to victory than the other, but, if such is the case, we'd have to say that it's Leon who gets the short end of the stick.

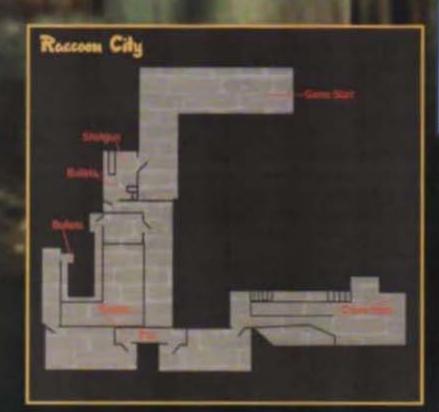
For starters, Leon's Handgun doesn't seem quite as powerful as Claire's. In practical terms, that means that you have to be more adept at running around the biggest knots of undead—especially early in the game, when ammo is scarce.

As the game progresses, however, you'll find that Leon's arsenal is an impressive one—perhaps more so than Claire's—with weapon upgrades as well as new toys throughout that help him hammer his way through the meat of the action.

Leon's biggest puzzle—and his adventure's biggest difference from that of Claire's—is finding four special Plugs made in the shape of chess pieces. These Plugs provide access to the Umbrella Lab when all four are placed in a special locking mechanism in the sewers beneath the Raccoon City Police Station.

Whichever character you choose, both begin after the semi smashes Leon's patrol car, effectively separating Leon and Claire in the city near the police station. Be ready to move as the game gets under way, or you quickly become snack food for the local Zombie populace.

In the City





pieces.

In the case of Leon, who receives upgrades to his weapons,

be careful not to combine the pertinent weapon parts until the weapon you're going to upgrade is almost out of ammo. Adding weapon parts to an existing weapon will fill the new weapon to capacity, so you might as well expend most of the ammo in any gun before adding on the new



1. After agreeing to meet Claire at the Police Station, Leon must navigate a treacherous section of the city streets to reach the relative safety of his head-quarters.

The key to surviving this gauntlet is to realize that you needn't fight all the undead seeking to chew you into oblivion. If you can run past a foe, do so.

3. Begin by running straight forward, hugging the side of the street to Leon's left. If you can make it to the Gun Shop while only getting chewed once or perhaps twice, you're in pretty good shape. The entrance



to the Gun Shop is on Leon's right, where the street is blocked off.



5. Begin by walking around the counter to Leon's right as you enter the store, where you'll find a box of Bullets on the left. Once you have those, look behind the other length of counter for

more gun ammo. When you come out from behind that counter area, a herd of hungry undead come crashing through the shop window, and lunch on the shocked storekeeper.



The Shotgun is Leon's first weapon upgrade, but don't even think about using it for a while. There's no good reason to be slaying Zombies in the street, and it'll be a while before you

begin to collect any Shotgun Shells. If you use up your Shotgun ammo now, the first Licker you meet—later on in the Police Station—will treat you like the big sucker you are.



2. As you enter each new screen, stop for a second and evaluate the situation. If a Zombie is so close to you that it seems unlikely you'll make it past without getting grabbed, stop and

squeeze off three or four shots. Once the offending flend has folded, sprint on past.

The Gun Shop



4. When you enter the Gun Shop, the owner confronts you with a Shotgun, thinking that you're a Zombie up to no good. Once you explain yourself, he relaxes a bit, and you

can explore the remnants of his store.

6. When the cinematic of the assault concludes, take a few steps towards the Zombie picnic, and whip out your Handgun. You want to be just close enough so that you can see



the advancing hoard, but not so close that they can grab you easily while you plug away. Take a few steps back if they start to crowd you, and keep firing until the last Zombie bleeds out.

When all's quiet, go over and check on the store owner. He's stopped breathing, so he's probably not going to need his Shotgun anymore.

Back into the Streets

7. A door in the back of the Gun Shop exits to the alleyway out back, where you'll be greeted by the hungry moans of more undead. As you advance, however, you'll find that the Zombies are confined behind a wire-mesh fence. Hurry past them, and continue to the end of the alleyway as the mutants break through the fence and give chase. Search the open van at the end of the alley for another load of Bullets, and return in the direction of the oncoming Zombies.

As before, the idea isn't that you need to kill them all, but simply slow them down enough for you to run past. Fire quickly: there'll be two or three in the narrow alley, and if you can drop them all in quick order you should be able to sprint past before the first one to fall has regained his senses.

8. There's bound to be one or two more Zombies lurking in the direction of the basketball court—through the now-open fence. If you're lucky, you can make it inside the court area, and then



you'll have plenty of room to avoid your enemies. If any Zombies are barring your quick entrance to the court area, you have to take care of them in a hurry, or the ones behind you will revive and catch up. Continue briskly cross-court, and exit through the door at the far end.

11. If you choose to fight here, Equip the Knife and stand slightly away from the edge. From here, you can attack the zombies safely without being hurt. If you don't want to waste time here, you can knock down the female Zombie, step down into her area by using the Action button, then hug that wall to proceed past the mob. You have to be very quick, and ready to zigzag if there's trouble ahead. Remember that getting out of this area with a minimal amount of ammo expended lets you save your Bullets for more important foes. Head through the door at the end of the alley.

Get on the Bus



12. You emerge in a relatively wide section of street, where Zombies are feasting on some poor unfortunate soul off to Leon's right. Hug the left side of the street, and hurry past the group. They'll give chase, but you need only make it a short distance past them and you'll find a bus parked on the left-hand side of the street. In you go.

Up the Stairs, Down the Stairs

Out the door from the basketball court, continue in the narrow avenue, using the action button to climb the stairs.



10. Follow the upper walkway, and descend the stairs
to a small area where
a group of Zombies
can be seen to the left, on the
other side of a garbage dumpster.
Before you make their acquaintance,
search the trash on the opposite side of the
small landing from the Zombies to uncover
more Bullets. Use the Action button to step
up onto the top of the dumpster.



13. Aboard the bus, look to the left and grab the Bullets off the seat, then turn and face down the aisle. Aim downward, as another female Zombie comes crawling along the floor in your direction.

Pump her full of lead, and, when she bleeds out, turn your attention to the Zombie walking right behind her. Knock him down to proceed in the direction of the driver's seat, and exit the bus through the front door.

One Last Sprint

14. When you exit the bus, turn quickly to Leon's left, and start running. This is the last gauntlet before the Police Station itself, and so the streets are thick with Zombies.

When you enter the final segment of the street—with the entrance to the Police Station courtyard ahead on Leon's left, there will be one Zombie almost directly in front of you and another very close on Leon's right. If you zig right at that point, you should be able to miss the two foes, then hug the right-hand side of the street to loop around the last of the undead and make it to the courtyard entrance. The two Zombies you confront immediately after

entering that last frame are so close that if you try to shoot one, the other almost invariably grabs hold of you. If one does get its meat hooks on poor Leon, you have to be prepared to shake it off in a big hurry, and then shoot the other Zombie before it can latch on, too.

Inside the Gate



16. Hang a right at the next opening, and follow the walkway downstairs. When you go up another flight of stairs, search the planter near where you come up to discover a Green Herb. Loop around the stair-

well to Leon's right to locate the front doors of the Raccoon City Police Station. 15. Once you've made it to the Police Station courtyard, the outer area is sealed off; you can only go in the direction of the Police Station proper, even though there are two paths to choose from.

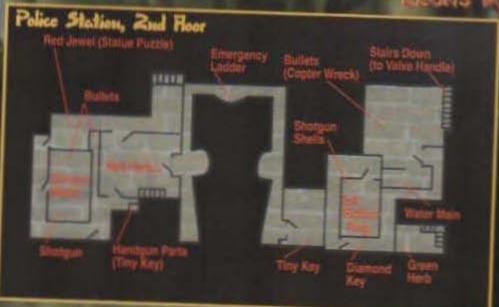


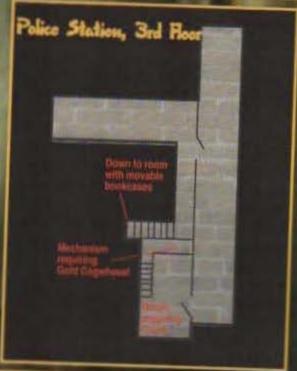
Pass by the first avenue, on Leon's left. There are two more Zombies lurking in that small yard, and no good reason to play with them.





LEON'S NYALIONEOUS









17. The lobby area of the Raccoon City Police Station is dominated by a large fountain.

18. If you search near the fountain, you'll get the message:

To obtain the key to open your heart, I'll wait for the unicorn, the beautiful beast.

19. To get the Spade Key from the fountain, you need to mount the Unicorn Medal on the podium in front. That medal is in the S.T.A.R.S. office on the second floor of the station, but you have some work to do between here and there.

The Blue Card Key



20. For starters, you need the Blue Card Key, which you can then use to open the two sets of doors off of the lobby area: the obvious double doors on the left as Leon entered the station, and a smaller single door on the right—immediately on Leon's right as he first came into the lobby from the courtyard outside.

Circle around to the left of the fountain, passing by the double doors, and go up the ramp. Go through the door at the top of the ramp on the left, and you'll encounter a dying police officer.

He'll give you the Blue Card Key, and tell you to forget him and go rescue any other survivors in the building.

21. Back out in the lobby, continue in the area up the ramp to locate the front desk. Grab the Bullets off the desk, then use the Blue Card Key at the computer terminal to unlock the single and double doors nearby.



Through the Double Doors



22. Now claim the Ink Ribbon off the desk, and save your game using the Typewriter. Equip your Shotgun, and head through the double doors.



23. Inside the double doors, you'll find a Chest on Leon's left. There are several Chests throughout the game, which you can use to store items. Anything you put into one Chest will automatically be in any other Chest that you find, so you don't have to worry about leaving something behind.

In that same small room, you'll find the Police Memorandum on a chair to Leon's left, and also notice a small desk, which requires the Tiny Key to open.

LEONS WALKINGOUSE

24. In the memorandum, note the combination of the safe; 2236. Loop around the partition to spot something large and disturbing passing by the window. Go through the door nearby.



The First Licker

25. Proceed down the hallway. When it turns right, you'll find a corpse on the ground and a box on the wall that controls the window shutters.



28. The switch on the box is inoperable, as the Cord has been cut. This is actually the first of two such vandalized

boxes, and, if you play your cards (or keys) properly, you should have no need of using the Cord at this box (though you won't locate the Cord for some time).

Also, make note of a Spade Key door to Leon's left as he discovers the corpse. Up ahead, blood drips in a pool on the floor

Tip

Taking Care of the Paperwork

Once you've read any document—or devel-

oped any film—it'll be filed in your own personal filing system, which you lug around with you for the duration of the adventure. If you call up your personal menu, and access the File option, a set of three folders appears. Use the left or right arrows to choose from among the folders, and the Action button to select one of them. When a folder has been selected, you can then use the up and down arrows to cycle through the various materials therein, as indicated by the tabs on the right of the folder. 26. As you approach the pool of blood, a cinematic plays, revealing a Licker hanging from the ceiling.



27. When the cinematic stops, the Licker will be creeping toward your feet. Angle your shots downward, and be ready to blast him two or three times with the Shotgun. One less Licker to worry about. If you're just getting your feet (bloody) wet in the realm of Resident Evil 2, you may want to save your game again at this point. If you consider yourself reasonably adept, you can probably continue on in the direction of the Spade Key without too much risk.

Follow the Hallways



28. Past the area of the first Licker, follow the hallways until you come to a double door on Leon's

right. Inside, you'll find a small meeting room.



29. On Leon's left is the Operation Report: more gory details, and notes on the Chief's (rather confused) plan to scatter munitions

throughout the station in an attempt to keep them out of mutant hands.

Through the open doorway near the desk, you'll find a picture over a fireplace. If you search near the picture, you'll receive the message: "A Sacrifice to the Hellfire."



30. Use Leon's Lighter to start a fire in the fire-place, and a hole burns in the picture. Out pops the first of two Red Jewels.



31. Grab it, and return to the hallway. Hang a right, and continue in the direction you were headed.

Fight Your Way Upstairs



32. Continuing past the double doors where you found the first Red Jewel, eventually you open a door at the end of a hallway, and disturb a nasty knot of Zombies.



33. How you proceed, in Leon's case, depends on whether you have any Shotgun Shells remaining at this point. From the outset, regardless of your Shell supply, you'll want to start off using the Pistol.

To Leon's right is a female Zombie. If you have some Shotgun Shells left—remember, you want to use the Pistol initially—she should be your first target. Take her out quickly, and you can fight from that end of the hall-way. You may have to take a couple of steps toward her if you're using the auto-aim feature, as the male Zombie on your left as you enter is a bit closer, and so you'll target him unless you move in the woman's direction. Shoot the woman with your Pistol, and then move quickly past her when she drops. Turn around, and finish her off. By now, several more Zombies are crowding toward you in the hallway. Notice the Diamond Key door to Leon's left as you face the mob.

Switch over to the Shotgun, and let the closest one get very close to you before pulling the trigger. The idea is that you want as many Zombies as possible to get close to you in the narrow hallway, so that your Shotgun blasts damage as many of them as possible.

If, for whatever reason, you're out of Shotgun Shells, you'll want to ignore the female Zombie initially, and instead target the male Zombie on Leon's left. You want to get him out of the way—along with any other Zombies that come into that section of hallway—so that you can round the corner to the right.

Whether you have the pleasure of blasting the load of Zombies with your Shotgun, or instead have to give them the bull rush, you need to take that right-hand turn. Don't be discouraged if you get gnawed. There are Herbs ahead. Round the corner to Leon's right, and hug the right-hand wall, avoiding the stairs for now.



34. At the end of that short section of hall you'll find two Green Herbs, and a door on the right. Hurry inside.

The Dark Room

35. In the Dark Room near the stairs leading to the second floor, grab the Bullets off the cabinet to the left.



LEON'S WYALKHROUGH



36. You can develop film in the antechamber to the rear of the room, and you'll also notice a Chest nearby, as well as a Typewriter and a fresh supply of lnk Ribbons.

37. There's an Operation Report on the desk, which gives you a little more in the way of history. Heal yourself, reload, and save the game. Head back into the outer area.

You have to make it up the stairs now, but you shouldn't worry too much about killing everyone that you weren't able to kill en route to the Dark Room. You're coming right back down the stairs in a minute, and you'll have more Shotgun Shells to dispense when you do.

The Second Floor: The Statue Puzzle

38. Up the stairs to the second floor, follow the hallway, and discover a trio of statues past a locked door. The door must be opened from the other side; there is no key.

39. If you search the central statue, which is holding the second Red Jewel, you'll get the message:

The god of sun and the god of moon.

Their gaze upon me is the only thing that can

release red soul.



41. Be careful that you don't inadvertently move the statues in the wrong direction; once they get against a wall, it's impossible to move them out again (and thus, it's time to reload).

When both of the small statues have been properly

placed, there's an audible click, and the Red Jewel drops to the podium. Grab it, and continue through the door in the statue area.



40. To get the statue to drop the second Red Jewel. you must push each of the smaller statues back to its original position on the floor. Left and right of the central statue, you can see a worn spot on the floor. As you face the central statue, the smaller statue on the left must go over to the worn spot on the right, and vice versa. In that way, the two smaller statues will be looking in the direction of the statue with the Red Jewel in its grasp.

The S.T.A.R.S. Office



42. Through the open door near the three statues, get ready to dispose of a trio of mutant policemen. Bleed them dry.



43. Look to Leon's left to find the entrance to the S.T.A.R.S. office. Inside, immediately on Leon's right, is a locker where you'll find another Shotgun.

Once you've emptied the chamber on

one of your Shotguns, you can stash the Shotgun in a Chest in one of the save rooms; there's no need to carry two.



45. At some point, Claire Redfield will come in, and discuss current affairs with Leon. He'll give her a radio so they can

stay in touch, and then she's off on her own adventure once again.



44. On the other side of the communication center, opposite the Shotgun locker, search for a First Aid Kit, then loop around that desk to the right. You should find a nar-

row walkway between two desks. On the corner of one desk is Chris's Diary, and, beneath that, the Unicorn Medal. Take them both. The only other useful item in the office is behind the desk near the S.T.A.R.S. poster. Face it and search to discover a stash of Bullets.

46. With the Unicorn Medal firmly in your inventory, head back downstairs, in the direction of the Dark Room. Show off your shiny new Shotgun to any Zombies you left undead at the bottom of the stairs, then go and save your game in the Dark Room once more. Retrace your steps back to the main lobby of the Police Station, and take the Unicorn Medal to the fountain.

The Spade Key



47. Place the Unicorn
Medal in the base of
the fountain, and out
pops your first Precinct
Key. If you check it,
you'll see it's in the
shape of a spade—the
Spade Key.

48. Head back through the double doors in the direction of the headless body where you met a

Licker for the first time. There's no need to save the game before you go, but you should have at least one empty space in your inventory (assuming that you're also carrying Bullets and Ink Ribbons, which can be added onto without requiring more spaces).

The First Spade Key Door: The Crassk



49. Through the Spade Key Door near where you met the first Licker, search the shelf near where you enter to acquire the Patrol Report. When you reach the end of that first row of shelves, look in the tall yellowish cabinet on the left to find more lnk Ribbons, then loop around the shelf



and proceed to the end of the aisle. Search the cabinet there to discover more Bullets.



50. When you acquire the Bullets, the camera view will show you an object on the shelf high above your head. To reach the Crank, you'll have to push the nearby cart to that end of the aisle, then climb on top of it.



The Second Spade Key Door

51. Once you have the Crank, head back in the direction of the Dark Room. Save the game. Take the Crank with you, and head upstairs to find the second Spade Key Door.



52. Up the stairs and past the S.T.A.R.S. office is the second Spade Key Door. Inside is a nasty Zombie feast in progress.

You're going to need to purify this area even-



tually, and there's really no time like the present,

but ultimately that depends on your ammo supply.

53. If you hook around the Zombies to their right, and then veer back to the left down the narrow hallway, you'll find that it's a dead end that's been nailed shut. In the small alcove on the left, however, is a stash of Bullets that you can use on the pursuing undead.

Once the coast is clear, emerge from the dead-end hallway and look to Leon's left. Follow that hall to a door near another small locked desk. Go through the door.

Using the Crank

54. Entering the room, you'll see several bookcases on Leon's left. Though the cases are on movable tracks, you'll need to turn on the power supply to the cases before they can be moved. First things first: You might as well go apply the Crank to its intended purpose. So go up the stairs to the right.



55. As you come into the room, there's a narrow stairway on Leon's right. Head to the top of the stairs, and follow the walkway until you spy a door on Leon's right. Through the door,

you'll find yourself on the highest walkway above the central lobby—the third floor.



56. Hang a left, and follow the walkway to a door. Inside, you'll find a broken mechanism to Leon's left. To his right is a fixture with a square hole on the wall. Apply the Crank, and Leon will

oblige by cranking down a ceiling staircase.

57. Up above is another mechanism that requires the Gold Cogwheel to function. But you don't have a Gold Cogwheel, do you, Leon? Head back for the large room with the bookcases.



58. Reenter the room with the movable bookcases below, turn right, and proceed along the walkway. Near that end of the walk, the floor gives way, and you fall into a small area near a strange (yet vaguely familiar) picture on the wall.

Ponder it for a moment, and then use the switch nearby to send power to the bookcases. When the power is turned on, the bookcase near Leon's left arm will move slightly, and you can exit back to the main area of the large room.



59. To solve this puzzle, you simply have to configure the bookcases so they correspond to the relative position of the marks on the picture near the power switch.

60. Slide the two bookcases on the left to the right one space. That accomplished, the bronze plaque below the picture opens, and the Bishop Plug is revealed.





The Movable Bookcase Puzzle—the Bishop Plug

The Bishop Plug in hand, assess your ammo supply. If you exit the bookcase room back the way you came, who can backtrack to the Dark Room and save the game free of risk. If you exit out the double doors, near a vase with a Red merb hiding in it, you have some Zombies to fight before reaching the nearby save room in that direction. The Zombie balls isn't a very demanding one, except in terms of the perspective of the camera; the view is a relatively

distant one, since you're looking at the second-floor walkway above the main lobby. Other than that, you can easily take the Zombies one at a time with your Pistol.

The Upper Walkway



62. Go through the double doors in the room with the movable bookcase puzzle and look sharp: There's a Zombie in close on Leon's right, waiting to make a quick lunge at our hero.

Once that first Zombie starts reddening the walkway, you can continue with relative ease around to the left. There's more Zombie trouble ahead, but you should have plenty of time to line up your shots.

65. At the end of the walk, there's a door on Leon's left leading into another save room, complete with Chest, Typewriter, and Ink Ribbons.



66. The Diary itself points you toward the "Sacrifice to the Hellfire" painting on the first floor, just in case you missed it the first time. Make sure you have at least one empty space in your inventory, and then exit through the door near the Typewriter.

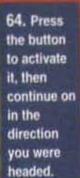
The Crash Site: Run Past the Crows



68. In the hallway outside the second floor save room, look to the left and dispose of the Zombie closing in from that side.



63. At the halfway point of the secondfloor walkway is an Emergency Ladder.





67. There's also a Small Key on the chair near the desk, where you'll find the Secretary's Diary.





69. If you peek around the corner in that direction—the hallway turns to Leon's right—you'll see a flaming Zombie, and he'll come after you.

70. Step back quickly and pop him with the Pistol. In that area, you'll see the nose of a helicopter that has crashed through the wall.



71. To get at the door past the helicopter and to the right, you'll need to put out the flames.

Backtrack past the door to the save room, and locate another door on the left side of the hallway. Go inside.



72. In the hallway beyond, race to the end and unlock the door you find there.





73. If you're hurting for health, there are Green Herbs outside: one on the upper patio, and two more down the stairs near a door.



74. Once you've had your fill, return to the second-floor hallway and the door which you unlocked, and continue on in the direction you were headed with caution.

Up ahead, you'll

see a couple of Crows and a recently pecked corpse.

75. Blast the birds, and then search the corpse to uncover a stash of Bullets.



77. Don't stop running until you reach the end of that section of hall, and the safety of the door to Leon's left. Get through the door as quickly as you possibly can.

76. Depending on your level of comfort with the game's movement controls, you may want to double back and save at this point; you're about to unleash a nasty flock of Crows into the hallway.

Past the pecked corpse, Leon makes a right turn in the hallway, and the long hall ahead is flanked by a row of windows to Leon's right. When you start down the hallway, the previously mentioned flock of feathered flends comes crashing through the glass, so don't meander, Sprint down the hallway, ready for the left turn at the end (which you can see in the foreground of the camera shot).

The Rooftop Area: The Valve Handle



78. Once past the Crows, Leon finds himself on a section of rooftop where the larger portion of the helicopter is visible, engulfed in flames.

80. Pass by the wreck, and look to Leon's right to find a stairway leading down to a section of street.



82. Turn around so that Leon's back is to the wall, and wait for the first of the Zombies to get into the camera shot. When it does, run around it to Leon's right, and continue down the walkway.



hugging the right side of the path. You'll see more Zombies up ahead, but, as long as you stick to the right-hand patch of grass, you should be able to loop around them, making a left turn in a wide arc. Up ahead is a door you should enter.



84. You can save the game here if you like, but don't open the door opposite the one you came in: that door leads to the outside area, and opening it only lets in a hungry hoard of Zombies before the portal seals again.



79. Go through the opening in the fence to Leon's left, and you'll find a water main that might help you douse the flames, if only

you had a Valve Handle to manipulate the water pressure in the large tank above the wreck.

81. Exit the stairs, and run forward while hugging the wall to Leon's right. That's a dead end,



but you want the closest of the Zombies in this vicinity to shuffle over to that side of the area.



83. Inside the small, dimly lit room, scour the area for Bullets, an Ink Ribbon, and the Valve Handle, which is beside the desk. 85. Once you've collected the stash—most importantly the Valve Handle—exit back through the door where you came in, and dodge the Zombies en route back to the staircase to the upper area. Occasionally, one of the undead will dawdle at the foot of the stairs, so be ready to pop off a few Pistol shots to clear a path.



86. Once you've made it back to the upper area with the Valve Handle, you need only apply it for its intended use to douse the flames near the helicopter. Pass back through the hole in the fence and use the handle near the water main:

Pressure builds, and the large tank ruptures. Out goes the fire.





87. Before you head back in the direction of the Crow hallway, check near the plume of steam in the 'copter wreckage for another box of Bullets.

Using the Valve Handle

88. Usually, there are still several Crows in the hallway, but it's nothing like the frantic attack mode they were in when the flock burst through the windows. Remember that there are Green Herbs on that outside patio, and down the stairs from there, too.

Head back to the second floor save room, and trade the Valve Handle for the two Red Jewels in the Chest. You needn't save the game yet: As long as you've taken

care of the two Zombies in the hall near the nose of the helicopter, there's nothing dangerous in the area ahead.

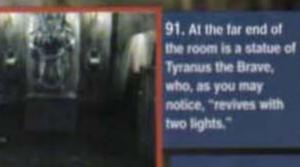
89. Work your way past the nose of the downed helicopter, hugging the wall on Leon's right to discover a door.

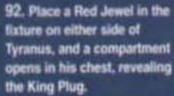


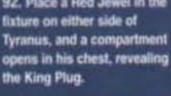


90. Inside the small room, check the large vase for more lnk Ribbons, and also search to the left of the large object covered with a sheet to discover a fresh supply of Shotgun Shells.











93. The Diamond Key is also in attendance, sitting to the left of the statue.



94. Once you have the prizes, head back through the save room-you can save now if you're getting antsy, but it may be more practical to wait a moment. **Use the Emergency**

Ladder to return to the first floor of the Police Station, and, if you haven't saved yet, do so at the front desk of the lobby.



95. It's finally time to explore beyond the single door in the lobby-up the short flight of steps in the direction of the main entrance, and left as you face that doorway to the outer courtyard.



96. Be sure you bring plenty of ammo, and read the nearby note if you're having trouble getting through the area beyond the single door.



An Alternate Ro

If the pack of Zombies through the single door in the lobby area is giving you a pain in the neck and/or ankle, you can access the same area via the door you unlocked in the hallway where the flock of Crows attacked. You may find that coming in through the back door gives you more time to survey the situation,

though, ultimately, you'll want to take care of all the resident Zombies.

Part the Wreckage: The Diamond Key and the King Plug



97. Get that Shotgun ready, and drop back into the corner to Leon's right as you pass through the door. The hallway is crawling with Zombies, and you'd like to let them get relatively close so

98. When the crowd's blood is soaking into the floor, you may want to go and save the game before heading through the nearby double door.



as many as possible feel the brunt of your blast.

99. There's plenty of trouble in the large office. If you begin by running forward, you can pass relatively unscathed between the desks until you see an open door on Leon's left.



100. This door leads to an office where the safe waits, but it's usually best to peek inside and draw the attendant Zombie out before going inside.



101. If you can get the Zombies far enough away from the door, you can run inside and open the safe, and you'll still have time to make it back into the

office proper afterward without getting cornered.

Inside the smaller office, the safe is against the wall on Leon's left as you enter. 102. The combination, which you know from the Police Memorandum you picked up in the first Chest room, is 2236.



103. Inside, grab the Police Station map, and, more importantly perhaps, another load of Shotgun Shells.





104. Then search behind the desk to find two more Green Herbs.



LEGIS WALKINGOUS



105. Hurry back into the larger office once you've gathered the goodies. As you exit, if you hook around the wall to Leon's right and search near the answering machine, you'll find more lnk Ribbons.

Through the Single Door in the Lobby

106. Of course, the Zombies might have something to say about that, so make sure you know where the undead lurk before rushing blindly around the bend. At your own discretion you can polish off the moaning minions in the large office; you won't have to come back through the area for any good reason once you've cleaned out the safe.

108. There are two Green Herbs to Leon's left as you come outside and another on the patio above, assuming you didn't pilfer them earlier from the hallway on the second floor where the Crows attacked.

Also, at one end of the short hallway, is the Heart Key Door. You'll be back here very soon.



107. You'll want to exit the large office back through the double doors where you came in, but do check the

small adjoining hallway—through the open doorway near the safe's antechamber. The body to Leon's right as you come into the hall from the office has a box of Bullets on it, and that doorway leads to the outside area below the patio.

The First Diamond Key Door



109. Back in the hallway outside the large office's double doors perhaps after a side trip to save the game follow the

sage. Where it widens and turns to Leon's right is another Green Herb (search near the plants).



110.
Continue to follow the hallway, ready for a trio of Zombies in the passage beyond.

111. Where the hallmay turns left is a large metal door that requires the Diamond Key for access.





112. Inside the first Diamond Key Door, collect the Cord and the First Aid Spray off the table, and then claim the Rook Plug from the nearby shelf. 113. Get out that Shotgun. When you move away from the shelf where the Rook Plug sat—in front of the mirror—a Licker crashes your party. It'll land almost right in front of you, so be prepared to target downward and let loose with a couple of quick blasts.

The Small Key



114. Having survived the Licker's assault in the first Diamond Key room, continue down the short length of hallway and discover a Red Herb growing in a pot outside an unlocked door.



115. In that room—the room adjacent to the Diamond Key room, is a Small Key.

116. Before you run back to the first Chest room to apply it to the desk, notice the locked Club Key Door at the end of the hall.



117. When you do use the Small Key on the desk in the first Chest room, a box of Bullets is your reward.





happen to be heading in the direction of the second Diamond Key door—down past the area

118. You also

where you met your first Licker.

Of course, prudent adventurer that you are, you probably paused en route to save the game

The Second Diamond Key Door

119. Continuing in the hallway in the direction of the Dark Room at the foot of the stairs, the second Diamond Key Door is at the end of the hall, on Leon's right. Be ready for big-time Zombie trouble inside.





120. Having Shotgunned the local Zombie populace into submission, check in the aisle between the two rows of lockers. If you stand with your back to the small trash can and search the locker bank there, you'll open a drawer with a canister of film for you to develop in the Dark Room.

LEON'S WALKTHROUG



121. Don't expect the pictures to have great significance. Then search the files on the opposite side of the room to find some Shotgun Shells. If you pass through the second Diamond Key

room, however, you'll find another large office in the area beyond.



122. Grab the Green Herb upon entry, and make sure you've got that Pistol at the ready.

123. There's a memo to Leon on your desk, as well as assorted party favors.



124. How's your first day on the job been so far?

Check the lockers near your desk for

more Bullets, and then take a peek in the small adjoining office.



125. The cop that gave you the Blue Card Key earlier is in the final stages of G-virus infection, and you're looking less like a co-worker—and more like dinner—all the time.





126. When you've taken care of business, the Heart Key awaits on the desk nearby.



127. You may want to unlock the door in the large outer office area, as that exits back into the main lobby and gives you a chance to save the game en route to the Heart Key Door.

The Heart Key Door

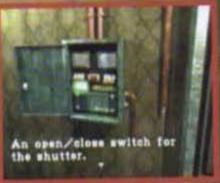


128. The Heart Key Door, you'll remember, is the one at the end of that short hallway which adjoins the large office where you pilfered the safe.

129. Beyond is a long hallway—complete with Green Herbs—at the end of which is a stairway leading down to the basement.



130. In the area at the top of the stairs, however, are several other items of interest. For starters, there's a second box with a cut Cord.



131. When you apply the Cord you picked up in the first Diamond Key room, the windows seal themselves against the impending Zomble menace.



132. On the other side of the stairwell, you can also collect more Shotgun Shells, and notice another Club Key Door.

133. Though it may be a bit out of the way, you should really go and save the game before you venture downstairs.



The Basement: Bad Dogs



134. Down in the basement, get ready for a dose of Zomie Dog trouble, as several bad dogs bar your way between the bottom of the stairs and a secure save point. 135. Look to Leon's left in the short hallway to find an adjoining passage, and the first perilous pooch. As with the Licker, you'll have to angle your aim downward to keep the dog from getting a good bite out of Leon. When the first mutt yipes off into the hereafter, advance until you see the intersecting hallway ahead. As soon as you step into that juncture—the camera angle will shift—backstep and the dogs on either side won't get a cheap attack. You may want to use your Shotgun on one of the Zomble Dogs

here, as two in these close quarters can be a painful experience.

Hang a left at the intersection where you meet the two dogs, and pass by the door to the Autopsy Room—it requires the Club Key for access.



136. At the end of that hallway is another doorway, and you should search the rubbish nearby for more Bullets before venturing inside.

137. Through the door, look to Leon's left to spot a Red Herb amidst the debris, and venture cautiously into the outer area.



138. A short way down that path, two more Zombie Dogs come flying over the fence, and almost invariably

Will you so down? - Yes No

139. Instead of fighting them right now, run down the walkway and you'll discover an open machole at the end of the path, Climb down before the pooches have a chance to nip our hero's heels.

they wind up on either side of you in the wide walkway.



140. Down the ladder, you'll discover another room where you can save the game. It's a little out of the way for Leon (less so for Claire), but at least it's secure. Climb back up the ladder and you should have an easier time with the lurking Zombie Dogs than you would have had otherwise.

Restoring Power to the Cord Lock



141. Retracing your path back past the Autopsy Room, you'll see another set of double doors, followed by the door to the Weapons Storage room.





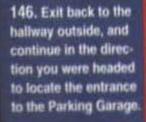
142. Currently, the power to the Card Reader beside the Weapons Storage room is off. You might as well fix that problem now, though you'll have to lay hands on the Club Key—or

someone will—before you can collect the Red Card Key that will ultimately grant you access.

Enter the double doors, and hook around the machinery to Leon's left.



145. The Card Reader will come on near the door in the hallway outside. Circling past the switches, look on the shelves to Leon's left to find the Police B1 Map; it's yours for the taking.

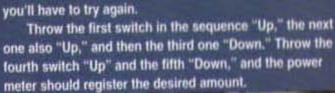






143. Against the far wall is an electrical panel that must be properly configured for the power to the Card Reader to come on.

144. There are five switches that must be placed in either an "Up" or "Down" position. They work in conjunction to regulate the current. If they're not properly switched the system will short out, and you'll have to try again.



147. As you advance down the walkway between the rows of parked cars, a gunshot glances off the pavement nearby, signaling the arrival of Ada Wong.



Parking Garage: Ada Wong Arrives



148. From this point onward in Leon's adventure, he and Ada are often working together.



149. Once Ada realizes you're not a Zombie, she'll tell you her story—her cover story, it'll turn out and ask for your help in pushing aside the police van nearby, which blocks a door.

Collect the Green Herb from the area near the van, then get behind the van and push.

LEON'S WALKINGOUS



150. Ada will do likewise, and the door she spoke of is revealed.



151. Once on the other side of the door, Ada will run off to tend to her own business, leaving you to explore the immediate vicinity.



The Cells near the Second Manhole



153. You'll find a small room with a sealed manhole in one area, and, nearby, two small cells with two more Zombie Dogs to play with. Expect them to come bursting out when you claim the Red Herb nearby.



152. Follow the hallway around to Leon's right, and enter the door.



154. Once the doggles are dealt with, you can venture into one of the cells and discover a Blue Herb and a Green Herb.

For the time being, you can leave them alone; you need to have at least one empty space

in your inventory to get the Crowbar that will open the nearby manhole cover.

Opening the Sealed
Manhole



155. Continuing in the hallway past the room with the sealed manhole, you'll spy some Bullets on a table, near a fence-like portal. Go through.



whom Ada has been searching for.

156. In the small room beyond. you'll find two more cells, one with Ben the reporter,



157. Ada will show up again at that point, and Ben will tell her of the escape route through the sewers-via the manhole in the small room where the dogs were caged.



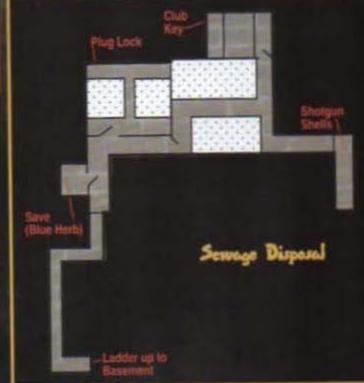
158. Grab the Crowbar off the shelf near Ben's cell, and check the adjoining cell for Green Herbs.



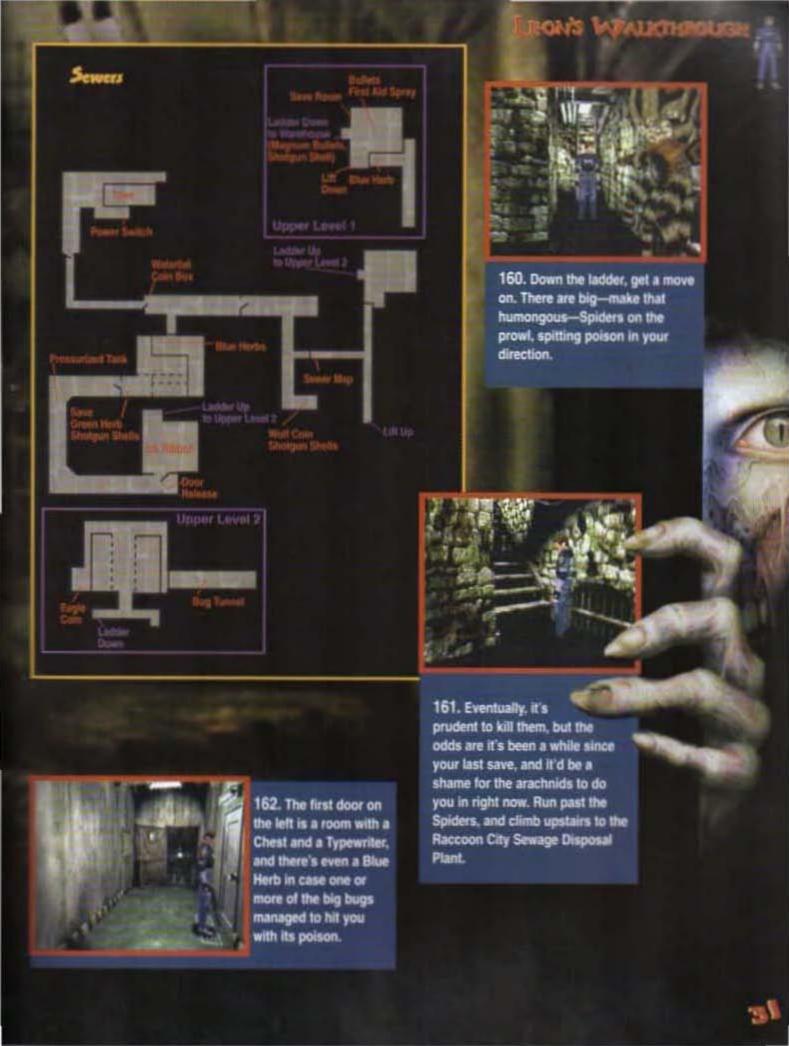
159. Now head back for the sealed manhole, and pry it open to discover a ladder leading downward. If you have any room in your inventory at this point, fill it with Blue Herbs.



The Sewer Tunnel







163. After saving the game, you may want to return directly and deal with the Spiders, then save the game again. It's worth the lnk Ribbon to have them out of the way for the duration.

The Plug Lock

164. In the same short hallway as the Sewer Disposal save room, you can enter the septic tank area and see the lock on the wall which requires you to insert the four different Plugs. Once all four Plugs have been inserted, the pathway to the Umbrella Laboratories is revealed.



165. Exit the Septic Tank room—still wondering where the Club Key is—and Ada makes another appearance.



166. Leon will help her to reach the hole high up on the wall, and you'll take control of her character on the other side.

Ada Finds the Club Key

167. As Ada, you find yourself in a small section of the Sewage Disposal Plant.



168. Head through the only door nearby, ready for Cerebus Dog trouble on the other side.





169. Because Ada has a gun of her own, you can use that to pelt the pooches, though running from them is almost as effective as long as you zigzag a bit. If a dog manages to bite you more than a couple of times, Ada also comes equipped with her own can of First Aid Spray.

Cross between the two pools, and veer right into the open service area. Ride the elevator down to the bottom and claim the nearby Shotgun Shells, then about face and ride back up

again-this section of hallway is a dead end as far as Ada is concerned.



170. Back in the upper area, exit the service bay and look to Ada's right. If you follow the walkway there, you'll discover another door at its end.



The Roating Box Puzzle



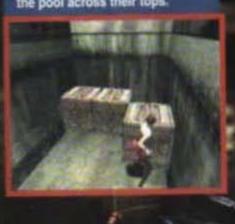
171. For Ada to reach the Club Key, on the far side of the empty pool, she has to use the boxes as a bridge. Before toggling the switch to fill the pool with water, hop down to its dry bottom.



172. The three boxes in the bottom of the pool need to be pushed to the far end from where Ada hops down.

in that way, they'll float to the surface when the pool fills with water, and Ada can take advantage of two breaks in the railing above to walk to the other side of the pool across their tops. 173. Begin by climbing behind the two boxes in the corner, and push the centermost one so that it sits exactly in the center of that wall—the other nearby box needs to fit beside it, also flush with the nearby wall.

If you screw up and push the center box over into the corner, you are, to use a technical term, hosed. Reload.







Finally,
push the third
box from its starting position to fill in the
final gap in the sequence.
All three boxes should
finish flush with the wall.
Now climb back up to the
control panel, and hit the
switch there to flood the
pool. Walk across and
claim the Club Key.



175. With the Club
Key in hand—after
having gathered up
those Shotgun Shells
from the area below
the small elevator—
head back to the area
where Ada originally
climbed through the

duct. She'll toss both the Club Key and the box of Shotgun Shells to Leon, then realize that she can't quite climb out of the duct on her own.



176. As Ada runs off to find some other avenue out of the area, control returns to Leon.

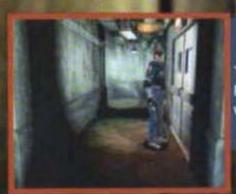
Club Key Door: Autopsy Room

177. With the Club Key finally in Leon's possession, save the game and head back through the area where the giant Spiders spit their poison. If you haven't yet rid the tunnel of the Spiders, be sure to take a Blue Herb with you from the Chest, or perhaps use one that you left behind in the dog cages above. In any case, if you do get poisoned, climb out of the tunnel before you use the Herb: Few things are as frustrating as using a Blue Herb and then getting spat on again before you can make an escape from the Spider area.



178. The first Club Key door is the Autopsy Room, in the hallway through the Parking Garage. Watch your step in that hall, as a pair of Lickers will

have taken up residence in your absence.



179. In the Autopsy Room itself is a set up waiting to happen.

180. Yes, the bodies strewn about the room are bound to come to life sooner or later ... probably sooner.

Circle around the gurney and check the cabinet to discover the Red Card Key.



181. When you claim it, a Zombie crawls out of the body storage immediately behind you, and the other resident undead wake to feed, as well.



182. In the narrow area behind the gurney, it's probably best to plug the first Zombie with your Handgun, while the rest of the mob starts to crowd into the narrow path.

When the throng is assembled in a nice little knot, let them eat Shotgun—perhaps a couple of blasts—then switch back over to the Handgun to mop up.



LEON'S WWW.OHROUGH

Weapons Storage Room



183. Having previously configured the power supply to the Card Reader, you need only use the Red Card Key there to open the Weapons Storage room.



185. The Side Pack adds two places to your inventory total, which the Submachine Gun fills nicely.



184. Inside, you'll find Shells, two boxes of Bullets, a Side Pack, and a Submachine Gun.



186. Of course, you could be a sport and leave the big gun for Claire. It's certainly possible to make it through to the end of the game without it, and who knows what mysterious dividends might be paid due to your consideration?

The Second Club Key Room



187. The next stop on your Club Key backtrack is the room at the top of the stairway, back in the Police Station proper.



188. Inside, you'll find zip in the way of resistance, and plenty of goodies. Check the table for more lnk Ribbons, then look in the second locker from Leon's right to gather more Shotgun Shells.





on the bedside stand, the Magnum.

189. Finally, if you check the small bunk chamber nearby, you'll discover the Watchman's Diarywhich serves to remind you of the third floor clock mechanism-and also.

190. The Magnum is a fierce weapon, even in its original state. Once you find the Magnum Parts and upgrade the gun, it becomes powerful enough to turn even Dirty Harry's stomach. If you don't go crazy expending Magnum Clips, this gun will make the latter stages of the game a breeze.

The Final Club Key Room: Gold Cogwhee

192. Through that ornate green portal. grab the Film B off the table and examine the picture in that corner of the room.



191. The last lock requiring the Club Key is back on the first floor of the Police Station, near the Diamond Key room where the Licker came crashing through the mirror.





193. That's the Gold Cogwheel you need to place up in the third floor clock mechanism, doubling as the wheel for a chariot. When you examine the picture, you'll get the message:

Light the queen, the king, and the jack, and the chariot will start running.



194. Go to the front of the room, and you'll discover a small furnace. Ignite it with the Lighter, and then study the three fixtures on the wall.





195. Beneath each is a number-11, 12, and 13-corresponding to the numerical value of the jack, queen, and king in a deck of cards.

Activate the center one-the queen-first, then the king on the right, and then finally the jack on the left.



196. You don't light these fixtures, but turn a spigot that ignites them, which works if the furnace has been lit.

When the fixtures are ignited in the proper order, the Gold Cogwheel falls out of the picture in the room.



197. With the prize in hand, make haste for the third floor, and the clock mechanism in the uppermost room—the room made accessible when you used the

Crank to lower the staircase.

Of course, you should save the game as soon as possible, and you can expect a Licker to be waiting at the top of the Emergency Ladder if you choose to pursue that route.

The Final Plug



198. As you make your way back toward the attic, you'll get the cinematic of the Zombies crashing through the one set of windows where you didn't use the

Cord to fix the shutter switch.

Hopefully, those windows are the ones near where you met your very first Licker, and you have no reason to be going back in that area anyway.



201. Stand to the left, and search, and you'll kneel down at the switch. Decline to press it the first time, then stand and use the Gold Cogwheel.

Once it's fitted into the gears near the switch, you can hit the power switch.

202. The portal on Leon's right as he faces the machinery will grind open. Inside waits the final of the four Plugs: the Knight Plug.





199. Back up on the third floor, climb the stairs to the attic and check the machinery.



200. If you stand to the right of the clockworks and search, you'll get the message that "The Gears are clean."



203. If you messed up and put the Cord for the shutter switch in the box that sealed the first set of windows, there also should be a duct in the bottom of the closet with the Rook Plug. You can drop into that shaft to

avoid the Zombies, if any crashed through the windows near the staircase that leads to the basement.



Apply the Four Plugs

204. With all four Plugs in Leon's possession, he need only apply them to their intended purpose to open the passages that eventually lead to the Umbrella Labs.















205. You can also take a side trip to visit Ben in his cell, if the mood grabs you. Something has grabbed Ben, and fatally wounds him. At this point, Ada returns with documents that indicate Chief Irons as an Umbrella co-conspirator.



206. Head back through the basement and the sewer tunnel where the Spiders prowled, and save the game before venturing toward the Plug Lock in the septic tank room nearby. You don't want to take the Plugs with you the first time in the lock room, however.



208. To get at the Plug Lock, you have to triumph over the G Imago, a horrible monstrosity that spits out little larvae-things in addition to wanting to eat you for dinner.



LEON'S WALLEY

209. Bring along a can of First Aid Spray, as well as your full complement of weapons. If you opted to take the Submachine Gun from the Weapons Storage area, that makes relatively short work of the beast. Outside of that, think several Shotgun Blasts, and be prepared to follow up with some Magnum if needed.

When the G Imago succumbs, the fight is not yet over, as it'll splt out one final round of those little beasties to try and gnaw you into oblivion. Don't wait for them to crawl from the large carcass: You may have time
to switch to your Handguni and open fire on the fallen monster, effectively splattering the smaller flends as
they emerge. If not, you'll have to shake them off when they attack, and then angle your Pistol shots downward to finish them off. Keep one eye on your health. Even if your health is relatively high after the big monstar falls, those little mutants can do a considerable amount of damage while clinging to Leon's hide.

210. When the last of them has lost its sickly green innards, cross to the other side of the pools, and insert each of the four Plugs into the lock.



In the Sewers



212. Once you've made it beyond the door that requires the Plugs to open, Leon finds himself in the sewer system beneath the Police Station, en

route to the Umbrella Laboratory.

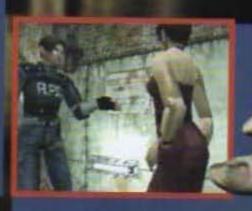


214. Hop down into the waterway, go through the large metal door, and look to Leon's left. You'll find a small alcove a short way down the tunnel,

and inside it a pair of Blue Herbs near a door.



211. The door to the left of the mechanism will open. Go back and save the game, then head through the portal.



213. Arriving in the sewers, Leon is reunited with Ada. An omen, perhaps? Nonetheless, she's going to be tagging along for awhile.





215. Beyond the door is a room with a Chest and a Typewriter-don't save the game just yetand that's a fax addressed to the Sewer Manager over on the table.





216. Other more useful items abound, including a box of Bullets on the corner cabinet, and a can of First Aid Spray in the locker near the descending platform.



Down to the Warehouse

218. Climb down the ladder, and use the Lighter on the oil lamp mounted on the wall.



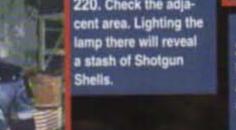
220. Check the adjalamp there will reveal a stash of Shotgun

217. Before you save the game and take the platform trip, push aside the large locker bank nearby, and discover a ladder heading down into darkness.





219. In the brighter light, you can spy some Magnum **Bullets on the shelf** nearby.



221. Once you've loaded up on ammo, head back up the ladder.



LEGIS WALKING

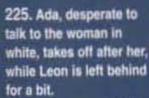
222. Before you save the game, make sure you have the Valve Handle in your inventory, then climb aboard the platform to descend into the darkness of the sewer.

Add Second Adventure



223. When Leon and Ada exit the elevator into the short, narrow hallway, a woman in a white lab coat—the wife of the G-

virus developer, it turns out-takes a shot at Ada.



You are now playing as Ada. Follow the woman down the hallway and through the door.



228. In the large ventilation shaft above, get a move on in a hurry. There's a nasty nest of large insects clinging to the tunnel's ceiling, and the clump of bugs breaks apart shortly after Ada's arrival. If Ada pauses too

long in the tunnel, the bugs make short work of her.

229. Climb down the ladder at the far end of the bug tunnel to catch up with the woman, who provides more history on the origins of the G-virus and how it got loose into the general population.



224. Leon, being the heroic type of guy he is, takes the bullet.



226. In the small section of sewer, Ada's options are limited—if you stray from the scientist's path, the game will nudge you in the right direction.

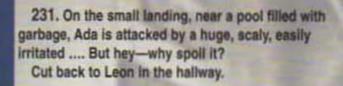


227. To follow, you must climb the ladder to Ada's left as you come into the intersecting hallway. Above is a large fan that has stopped spinning for the moment.





230. Once Ada gets the scoop, cross the catwalk, and descend the ladder you find in the adjacent room.







232. Back on his feet in the tunnel, Leon must set off through the sewers alone for the time being.

The Wolf Coin

233. Follow the same route which Ada took, grabbing the Sewer B2 Map off the wall outside the door. Look to Leon's left at the intersection, but not up the ladder: the fan is spinning again, and Leon's taken more than enough punishment on Ada's account.

235. A pair of corpses there holds a box of Shotgun Shells, and also a strange coin—the Wolf Coin.



234. Wade through the water to the end of the tunnel, and climb up in the alcove on Leon's left.





236. Backtrack past the hallway where Leon came into the tunnel, and start running when you notice the Spider clinging to the wall ahead.

237. You need to turn to Leon's left at that juncture, where there's a pair of monstrous arachnids waiting to spit their poison. If you do take a hit, don't use any Blue Herbs just yet.

Through the door, you're still in Spider country, and you'll need to take care of the monsters in this vicinity, as you'll have to come back here eventually. Head straight down the tunnel, and look to Leon's left to spy another dry alcove.

If the Spiders haven't spit at you yet, stand in the alcove and plug away at them. Eventually, you're bound to take a spit hit: the good news is that there are Blue Herbs growing in a planter through the door in the alcove. You can duck through the door, cure the poisoning before it begins to seriously affect your health, and then return to finish off the Spiders.



238. Once the Spiders curl up and die, notice the lock nearby. 239. Drop in the Wolf Coin. You'll need to find the Eagle Coin in order to shut off the small waterfall nearby, and finally access the lab area proper. Continue through the door, along the walkway past the growing herbs.

Rescuing Ada from the Gator

240. Go past the growing Blue Herbs on the walkway, about face when you reach the apparent dead end in the walk, and apply the Valve Handle you brought along to the fixture nearby. Doing so lowers a bridge



from its current position in the room high above.

241. When you cross the bridge, be sure you use the Valve Handle on the fixture there, as well, and



return the bridge to its original position above you.



242. You'll be glad you did later on.



244. Go through the nearby door and follow the wide metallic corridor. Eventually, after a left

turn, you'll see some sort of apparatus on the wall.

Upon inspection, it seems to be some kind of emergency release mechanism for a pressurized tank. Not exactly a common emergency procedure, but, as it turns out, an appropriate one.



243. As long as you'll still have one space left over in your inventory, claim the Green Herb and the Shotgun Shells on the small landing, and save the game at the typewriter.

245. Continue down the corridor, and you'll see an opening on Leon's left. Ada is there, firing wildly into the pool of brackish water.



Alligator—

assume, far too hungry to be reasoned with.



247. Once the gator throws Leon down the tunnel and the cinematic concludes, get moving back down the tunnel. When you reach the point where the pressurized tank is mounted on the wall, hit the switch.



248. Leave the tank lying on the floor, and go around the corner away from the gator, retreating 30 meters or so past the bend. Equip your Handgun.



249. When the gator rounds the corner, you'll be delighted to note that it has managed to get the tank lodged in its massive mouth. Pull the trigger, then head back in Ada's direction.

The Eagle Coin

250. Near the large metal door, hit the release switch on the wall.



251. Inside the pool room, collect the lnk Ribbon from the debris, and let Ada patch you up.





252. Head up the ladder, and cross the bridge you so thoughtfully returned to its upper position previously.

Hang a left, and follow the walkway. In the control station

above, you'll find the Sewer Manager's corpse, as well as his diary and the Eagle Coin.



253. Retrace your steps to the waterfall in the tunnel, near where you splattered the two Giant Spiders earlier. With both the Eagle and Wolf Coins inserted in the mechanism, the flow is shut off, and you can pass through the doorway beyond.



Take the Sky Tram

254. Follow the hallway, and you'll discover a parked SkyTram.





256. Once aboard, the ride will be interrupted by a pair of monstrous claws that rip through the hull of the vehicle.



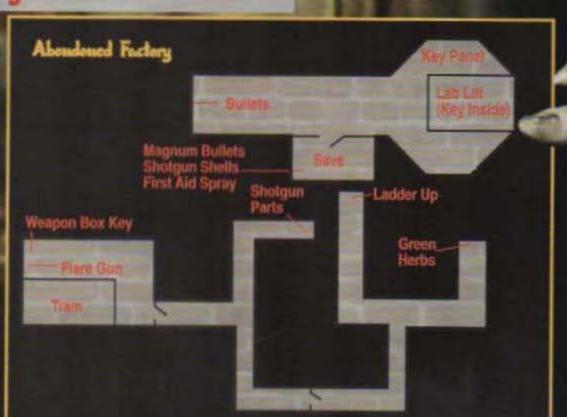
255. Circle to its right to locate the

Tram's power source, and then activate the control panel.



257. Ada will open fire on the claws, and you can do likewise for effect, but don't waste your best ammo. You'll have plenty of opportunity to deal with the beast soon.

Light the Place Gun



258. When you disembark at the deserted factory, look to Leon's left as you exit, and discover the Flare Gun nearby.





259. Set it off with the Lighter, and note the tell-tale twinkling of an object on the ground nearby.



260. That's the Weapon Box Key.

261. Take it with you, and go through the door on the other side of the docked SkyTram.



The Shotgun Parts

262. In the hallway ahead, several Zombies are pacing back and forth at the intersection.

You'll find that Ada will actually target the mutants if you can coax her into fir-

ing range—a relatively easy trick. For your own purposes, you may want to use up some of the Shotgun Shells you already have loaded in the gun. Don't reload!

263. Hang a left in the intersecting hallway, and follow it to a dead-end. Search the body there to discover the Shotgun Parts.

264. When Combined with the existing gun, the new weapon has a full clip, as well as increased Shell capacity. It's also much more lethal than the old Shotgun, concentrating the blast in a tighter radius.

Don't dismay too much if your inventory is getting crowded; there's a save room up ahead, with a Chest for storage. You can easily backtrack to this area in a few moments.

A Convenient Save Point-near the Lab



265. In the opposite direction from the dead-end with the Shotgun Parts, follow the hallway and pass through the door.

LEON'S WALKITHROUGH



266. The new hallway is similarly shaped to the last passage, except the dead-end lies to the right when you reach the intersection. There you'll find a pair of Green

Herbs. Backtrack, and you'll find the previously mentioned save room at the top of the ladder.

268. Once you've stashed everything in the Chest, and gone back to the hallway nearby for anything you couldn't carry before, Equip that newfangled Shotgun and save the game.



267. Scour the room for Magnum Bullets and

Shotgun Shells, and don't overlook the First Aid Spray in the cabinet to the left of the exit door.







269. Through the exit door, a massive elevator is waiting to take you to the Umbreila Laboratory, at long last. Don't overlook the Bullets near the busted barrels, then climb into the elevator car to find the key that fits into the control panel outside, as well as another box of Bullets.



270. There's also a Factory Map on the wall by the elevator.



271. With this in hand, apply the key, and climb aboard for the ride.



Attacked on the Big Elevator

272. Halfway through the big elevator trip, William (G-II) starts sticking his claws through the cabin wall again, and this time it whacks Ada hard upside the head.



273. When she goes down for the count, exit the elevator car, ready for action.





274. You'll find that your new Shotgun is just what the mad doctor ordered when it comes to appropriately dealing with horrible genetic mutations.



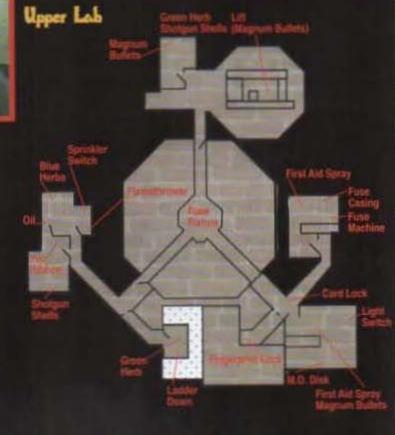
275. Once William (G-II) has been sent packing, climb back in the elevator car, and ride it to its destination.

276. Leon will carry Ada to the safety of a nearby room once the elevator stops.

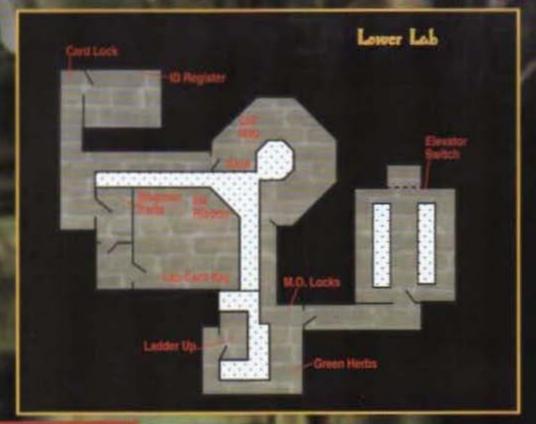
You've made it to the lab.



The Umbrella Laboratory (At Last)



LEON'S WALKINFOUGH





277. In the room where Leon places Ada on the cot, look to the foot of the bed to discover a Green Herb.

The Main Fuse: The East Area

279. In the area outside the docked elevafor, one hallway terminates at an inactive elevator, while another leads to a door.





278. There are also Shotgun Shells in the cabinet to the left of that, and even Magnum Bullets on the desk.

Once you've sorted the swag and properly configured Leon for the gauntlet ahead—modified Shotgun and Pistol, perhaps a Green
Herb, and

ammo—save the game, and hit the lab.



280. Through the door, you'll enter a hub area.





282. Making the left turn in the hallway, you'll come to an icy portal. Go inside.

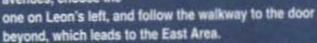
283. Take the Fuse Case to the apparatus on the opposite side of the aisle, and use it to construct the lab's Main Fuse.





The West Area

281. On the floor of the small, hub-like room is a giant fixture where you must set the lab's main fuse in order to access all of the lab areas. Of the side-by-side exit avenues, choose the



Inside, you'll find that the hallway turns to the left. On the right at that point is a switch in need of electrical power, while right in front of you is a card door in the same predicament.



284. In the icy room, buttonhook around to Leon's right. There's First Aid Spray atop a barrel on Leon's left, and, a little farther along that same wall, a Fuse Case on a cart.

285. Take the Main Fuse back to the hub room, and use it at the fixture there to restore power to the lab.





286. In the West Area waits two stern tests in terms of combat, so you may want to go and save the game before venturing in that direction.

ON'S WALKTHROUGH

287. Expect plenty of Zombie resistance back in the direction of the room where vou left Ada.

Through the door at the end of the other walkway, follow the hallway to Leon's

right, where you'll find two identical doors.





289. If you check the computer, you'll find the Lab Security Manual, and, if you check it again, you'll discover it controls the "Anti-B.O.W. Gas Sprinkler." Turn it on.

291. Once the sprinkler system has doused the fire, look to the seats on Leon's left as he faces the vent shaft. The small scrap of paper there contains a user password for the computer system that may come in handy later. Ready that Shotgun, and search the area in front of the vent shaft. In you go.

Kill the Lickers, Collect Valuable Prizes



292. Down the vent shaft, take a couple of cautious steps forward. There's a pair of Lickers in the small room, and you'd really like to get them in view before they close the



288. Through the one on Leon's right-the one on the left is locked—is a gristy scene. A scientist is laid low by some kind of tentacled monstrosity,

which is currently failing about in a vent shaft.

Ignore it for the moment, and grab up a new toy. To the right of the computer terminal is a locker wherein awaits the Flamethrower. Try not to exhaust it below 50 percent until the final showdown, and that last battle is cake.



290. Now inspect the situation where the scientist lost his battle with the tentacled monstrosity. (If the thing should poison you, use the Blue Herbs growing in the planter.)

The scientist managed to pour oil all over the place before his demise, and that's lucky for you. Use Leon's Lighter to ignite the fuel, and the tentacles burn.



293. Show them your new Shotgun, aimed appropriately low, and then grab some refills: there are two boxes of Shotgun Shells in the locker on the left.





294. Claim the Ink Ribbons off the desk area, and unlock the door, which exits back out into the West Area hallway.



295. This is a good place to save the game, though ultimately you want to return to this hall, and activate the switch on the wall that opens the shuttered door nearby.

297. Whip out that Shotgun once again—perhaps even the new Flamethrower—and keep one eye on your health. The plants have an incredibly toxic venom, which they can spit an impressive distance.

If you get poisoned, don't forget about the Blue Herbs growing in the small office area.

Don't Get Planted

296. When you throw the switch that opens that large shutter door, a pair of gigantic lvy take exception to your arrival.



298. Once the plants are sufficiently wilted, sprint on past them. Through the door beyond, you'll have one more stalk to snuff before you can collect the Green Herb nearby, and take the



ladder leading down from the landing.



300. Rid the area of the creeping freaks three in all—and reward thyself with the nearby stash of Green Herbs, if needed.

Licker Trouble Near the M.O. Door

299. Through the door off of the lower landing, proceed with caution in the hallway. About the time you notice one Licker lurking in the open area ahead, another drops down through the ceiling.



LEGN'S KATALKHROUGH

301. The door on Leon's right as you advance is the M.O. door, which requires something called the M.O. Disk before you can open it. That's the exit to the lab, for reference sake.



Continue down the hallway, and enter the door at the end of the passage.

The Lab Card Key

303. Exiting the semicircular room into the hallway beyond, hang a left at the intersection, and check the door in that direction.



305. Whatever you do, don't leave the game without shooting a few Zombies with the modified Magnum. A modified magnum headshot is worth the price of admission.

Speaking of which



307. In the small adjacent chamber and the large lab area beyond, several Zombies are waiting to serve as target practice. Also in the lab you'll find the Lab Card Key, and

even a couple more Ink Ribbons.

Saved near the M.O. Door



302. The large semicircular room past the M.O. door makes for a convenient save point—both now and at

the very end of the game. There's also a map of the lab available to the right of the exit door search the desk area near the bank of monitors.



304. In the small antechamber, use the Weapon Box Key on the locker, and claim the Magnum Parts.

306. Once you've got the goods, head back to the large hallway outside, and explore the avenue opposite the lab entrance.

The Mother of All Mothes

308. Past the short stretch of hallway clogged with some sort of larvae is a door requiring the Lab Key Card.



309. Inside is a monstrously big Moth. Deal with him appropriately.





310. Beyond the area where the Moth was hanging is a computer terminal, where you can register as a Guest on the lab system as soon as you've cleared away the larvae.



311. That accomplished, head back for the East Area of the lab—off the central fuse hub on the upper level.



312. There's a Card Reader there, as well. You can expect plenty more resistance from Lickers and gigantic plants along the way, so certainly save your game in that semicircular chamber before making the trip.

The Fingerprint Identification Door



313. Back in the East Area on the upper level, throw the switch on the wall.



314. A lock requiring a fingerprint identification is revealed, next to a large portal.

315. Unfortunately, Leon can only register once, and he'd need help to enter the area beyond. Have Leon register, and perhaps Claire can gain access later.

outs haven

The M.O. Disk

316. Also in that East Area is a more reasonable goal: a door that also requires the Lab Card Key for access.



318. To the left of the

machinery in the adjacent area, there's a

light switch on the wall. Once the area is illuminated, you'll spot the M.O. Disk on a small surgical cart. Grab the M.O. Disk

and head back out into the hallway.

320. After the good doctor gets done insulting Ada, an explosion rocks the compound, and the ceiling falls in on her. (Don't you just hate it when that happens?)



321. Leon will take the G-virus sample from the scientist, and the evacuation order will sound over the intercom. M.O. Disk in hand, head for the West Area once more, in the direction of the M.O. door.



317. Inside is a host of Zombies (Itching to see that new Magnum, no doubt), and several other items of importance. On the cot to Leon's right as he

enters are more Magnum Bullets and also a handy can of First Aid Spray.

The Countdown



319. When you exit back into the hallway, an old nemesis arrives with some disturbing revelations; it's the wife of the G-virus creator, and she's certain Ada is a spy, though Leon finds that a little hard to believe.









322. Once the final drama with Ada has played out, continue in the direction of the exit. There are Zombies aplenty in the hallway near the door, and you should certainly go and save the game one last time when you've taken care of that messy business.



323. This is the final battle, so take everything you need for that purpose—big guns, serious ammo, and plenty of health items.

The Final Showdown

324. When you enter the room at the end of the hallway beyond the M.O. door, the countdown begins for real: five minutes to go before the lab goes bang.









325. When you press the button to call for the elevator, William (G-III) himself comes calling instead. We recommend the Flamethrower for the initial confrontation, and then, after the beast transforms itself into G-IV, the Shotgun.



Don't waste time: There's nothing to do or but summon

in the large chamber but summon the elevator, and the hallway seals behind you, so there's no going back.

LEON'S WYALKTHROUGH







Try not to get caught in a corner, and,

whenever you heal yourself, reload your weapon of choice.



326. Expect the creature to get you in its jaws at some point, and fling you like an unwanted toy. Check your health when you regain your feet, and let loose with that Shotgun.





CONGRATULATIONS!!

RANKING

CLEAR GAME
LEON A

TOTAL TIME
05:20:56

NUMBER OF SAVES
14

327. When William finally succumbs, ride the elevator up, and follow the hallways to the departing train: Mission accomplished. Or is this just the beginning?

Claires Walkthreugh

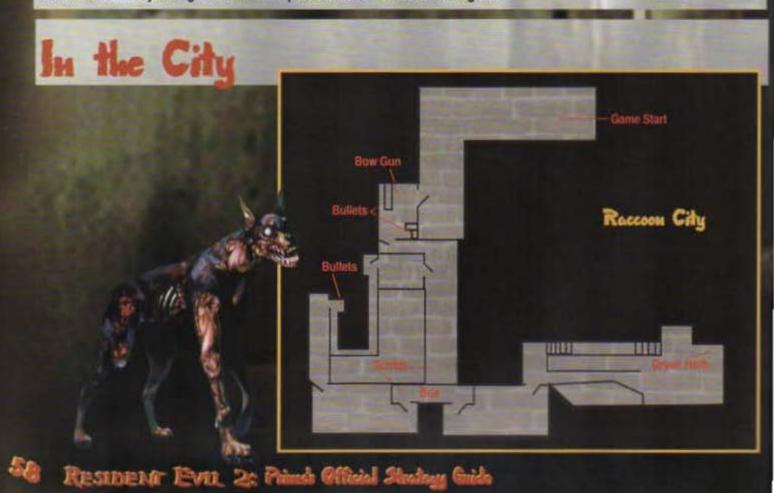
As we noted previously, the characters in *Resident Evil 2* have particular abilities and objectives within the game that vary the gameplay somewhat. It's arguable whether one character has an easier path to victory than the other, and, in retrospect, perhaps it was just that we set out to play Leon the first time through, and that made playing Claire seem like an easier task afterward. Leon starts out a little slower, but soon his arsenal makes him a match for almost anything crawling the hallways.

Claire's Handgun seems a bit more powerful than Leon's, and so you'll find it a bit easier to knock undead aside earlier in the game. The catch there is that Claire's gun doesn't hold quite as many Bullets as Leon's, and you have to be mindful of refilling the chamber at the most opportune time, especially if you've grown accustomed to the number of shots Leon rattles off before needing a reload.

As the game progresses, Claire's biggest weapon acquisition is the Grenade Launcher, which she finds in the S.T.A.R.S. office. After that, she'll find three different types of shells to use with the gun, and the fact that she's almost always getting some kind of "blast radius" damage can be a real benefit. Try to take on targets when they're walking side-by-side, as opposed to letting them line up, and the explosive shells can punish as many as three foes at a time.

Claire's biggest puzzle—and her adventure's biggest difference from that of Leon's—is finding four special Stones that fit into a picture behind the Chief's desk. (Actually, it's three Stones—one is broken in half—but we digress.) The area of the Chief's office lies behind the nose portion of the Helicopter on the second floor—an area that Leon never gets to experience, as he hasn't the proper means of access.

One more big note on Claire—the fact that she carries a Lockpick, as opposed to Leon's Lighter, can be a real hindrance. Sure, she can occasionally open some compartment that Leon can't, but Leon's ability to trigger several events by virtue of always having the Lighter on hand is, ultimately, much more valuable. In particular, make sure you pick up a Lighter before you try to open the Club Key Doors and before you get on the SkyTram that takes you to the abandoned factory. Things are much simpler with these small forethoughts.



CIAIRE'S WALKTHROUGH

1. After agreeing to meet Leon at the Police Station, Claire must navigate a treacherous section of the city streets to reach the relative safety of police headquarters.

The key to surviving the gauntlet is to realize that you needn't fight all the undead seeking to chew you into oblivion. If you can run past a foe, do so.

As you enter each new screen, stop for a second and evaluate the situation. If a Zombie is so close to you that it seems unlikely you'll make it past without getting grabbed, stop and squeeze off three or four shots. Once the offending flend has folded, sprint on past.



As you find different kinds of explosive shells for the Grenade

Launcher, notice that you can combine a batch of Grenades with the weapon, and any shells of a different type that are currently loaded will be cycled out into the inventory. Don't assume you have to empty the chamber before you can add a different type of round.



2. Begin by running straight forward, hugging the side of the street to Claire's left.



The Gun Shop



 When you enter the Gun Shop, the owner confronts you with a Shotgun, thinking that you're a Zombie up to no good. 3. If you can make it to the Gun Shop while only getting chewed once or perhaps twice, you're in pretty good shape. The entrance to the Gun Shop is on Claire's right where the street is blocked off.

 Once you explain yourself, he relaxes a bit, and you can explore the remnants of the store.

Begin by walking around the counter to Claire's right as you enter the store, where you'll find a box of Bullets on the left.





6. Once you have the Bullets, look behind the other length of counter for more ammo.







When you come out from behind that counter area, a herd of hungry undead come crashing through the shop window, and lunch on the shocked storekeeper.

8. When the cinematic of the assault concludes, take a few steps toward the Zombie picnic, and whip out your Handgun. You want to be just close enough so that you can see the advancing horde, but not so close that they can grab you easily while you plug away. Step back a few steps if they start to crowd you, and keep firing until the last Zombie bleeds out, reloading whenever there's no immediate threat.

When all's quiet, go over and check on the store owner. He's stopped breathing, so

he's probably not going to need his Bowgun anymore. That's Claire's first weapon upgrade, but don't even think about using it for awhile. There's no good reason to be slaying Zombies in the street, and it'll be awhile before you begin to collect any additional ammo for it. If you use up your Bowgun Bolts now, the first Licker you meet—later on in the Police Station—will treat you like the big sucker you are.

Back into the Streets

 A door in the back of the Gun Shop exits to the alleyway out back, where you'll be greeted by the hungry moans of more undead.





 As you advance, however, you'll find that the Zombies are confined behind a wire-mesh fence.



11. Hurry past them, and continue to the end of the alleyway as the mutants break through the fence and give chase. Search the open van at the end of the alley for another load of Bullets, and return in the direction of the oncoming Zombies.



13. Continue briskly cross-court, and exit through the door at the far end.

12. As before, the idea isn't that you need to kill them all, but simply slow them down enough for you to run past. Fire quickly; there'll be two or three in the narrow alley, and if you can drop them all in quick order, you should be able to sprint past before the first one to fall has regained her senses.

There's bound to be one or two more
Zombies lurking in the direction of the basketball court—through the now-open fence. If
you're lucky, you can make it inside the court
area, and then you'll have plenty of room to
avoid your enemies. If any Zombies are barring
your quick entrance to the court area, you have
to take care of them in a hurry, or the ones
behind you will revive and catch up.

Up the Stairs, Down the Stairs

14. Out the door from the basketball court, continue in the narrow avenue, using the action button to climb the stairs.



16. If you can knock down the female Zombie quickly, it's possible that you can step down into her area—use the Action button—and hug that wall to proceed past the mob. You have to be very quick, and be ready to zigzag if there's trouble ahead, but getting out of the area with a minimal amount of ammo expended lets you save your Bullets for more important foes.



15. Follow the upper walkway, and descend the stairs to a small area where a group of Zombies

can be seen off to the left, on the other side of a garbage dumpster. Before you make their acquaintance, search the trash on the opposite side of the small landing from the Zombies to uncover more Bullets. Use the Action button to step up onto the top of the dumpster.



18. You emerge in a relatively wide section of street, where Zombies are feasting on some poor unfortunate soul off to Claire's right.





17. Head through the door at the end of the alley.



19. Hug the left side of the street, and hurry past the group. They'll give chase, but you need only make it a short distance past them and you'll find a bus parked on the left side of the street. In you go.

Aboard the bus, look to the left and grab the Bullets off the seat, then turn and face down the aisle. 20. Aim downward as another female Zombie comes crawling along the floor in your direction. Pump her full of lead, and, when she bleeds out, turn your attention to the Zombie walking right behind her. You



need only knock him down to proceed in the direction of the driver's seat, and exit the bus through the front door.

Que Last Sprint

21. When you exit the bus, turn quickly to Claire's left, and start running. This is the last gauntlet before the Police Station itself, and so the streets are thick with Zombies.

When you enter the final segment of the street—with the entrance to the Police Station courtyard ahead on Claire's left, there will be one Zombie almost directly in front of you and another very close on your right. If you zig right at that point, you should be able to miss the two foes. Then, hug the right-hand side of the street to loop around

the last of the undead, and make it to the courtyard entrance.

The two Zombies you confront immediately after entering that last frame are so close that if you try to shoot one of them, the other almost invariably grabs hold of you. If one does get its meat hooks on poor Claire, you have to be prepared to shake it off in a big hurry, and then shoot the other Zombie before it can latch on, as well.

Inside the Gate



23. Pass by the first avenue, on Claire's right. There are two more Zombies lurking in that small yard, and there's no good reason to play with them. Hang a right at the next

opening, and follow the walkway downstairs.

25. Loop around the stairwell to Claire's right to locate the front doors of the Raccoon City Police Station.



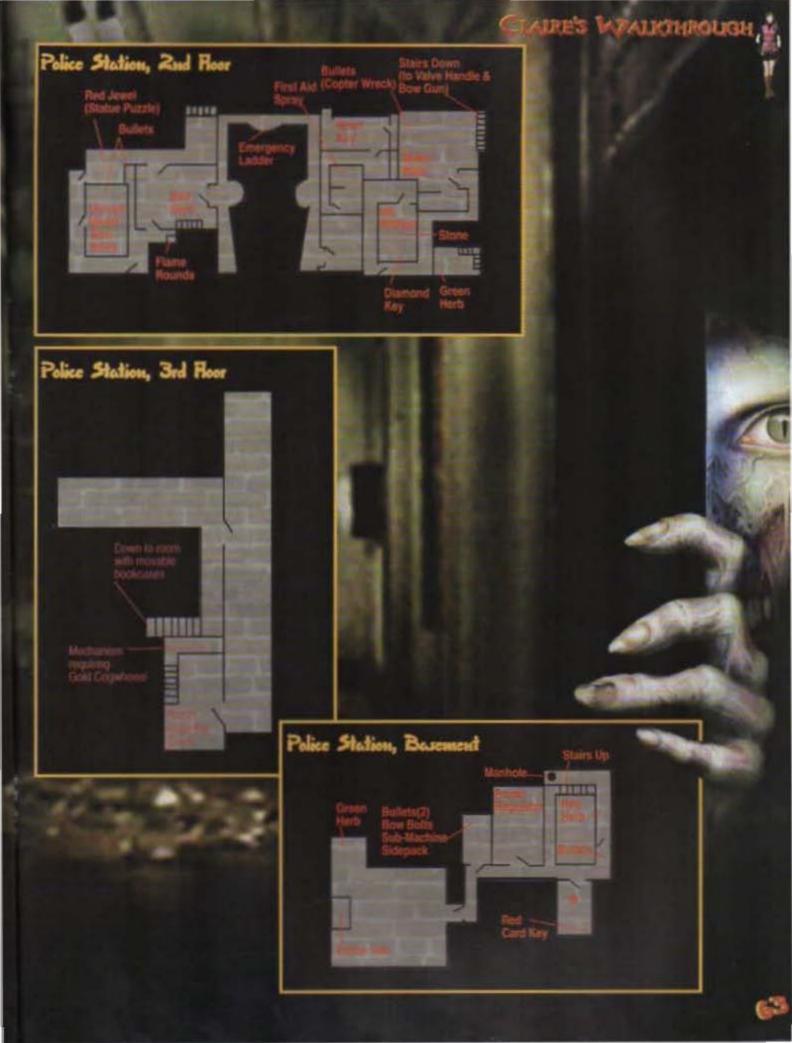
22. Once you've made it to the Police Station courtyard, the outer area is sealed off: You can only go in the direction of the Police Station proper, though there are two paths to choose from.

24. When you go up another flight of stairs, search the planter near where you come up to discover a Green Herb.



Inside the Police Station





26. The lobby area of the Raccoon City Police Station is dominated by a large fountain. If you search near it, you'll get the message:



To obtain the key to open your heart I'll wait for the unicorn, the beautiful beast.



29. Circle around to the left of the fountain, passing by the double doors, and go up the ramp. Go through the door at the top of the ramp on the left, and you'll encounter a dying police officer. He'll give you the Blue

Card Key, and tell you to forget him and go rescue any other survivors in the building.



31. Now claim the lnk Ribbon off the desk, and save your game using the Typewriter. Equip your Bowgun, and head through the double doors.

27. To get the Spade Key from the fountain, you need to mount the Unicorn Medal on the podium in front. That medal is in the S.T.A.R.S. office on the second floor of the station, but you have some work to do between here and there.

The Blue Card Key

28. For starters, you need the Blue Card Key, which you can then use to open the two sets of doors off of the lobby area: the obvious double doors on the left as Claire entered the station, and a smaller single door on the right—immediately on Claire's right as she first came into the lobby from the courtyard outside.

30. Back out in the lobby, continue in the area up the ramp to locate the front desk. Grab the Bullets off the desk, then use the Blue Card Key at the computer terminal to unlock the single and double doors nearby.



Through the Double Doors



There are several Chests throughout the game, which you can use to store items.

Anything you put into one Chest will automatically be in any other Chest that you find, so you don't have to worry about leaving something behind.



32. Inside the double doors, you'll find a Chest on Claire's let 33. In that same small room, you'll find the Police Memorandum on a chair to Claire's left. In the memorandum, note the combination of the safe: 2236.





34. Ctaire can use her Lockpick to open the small desk nearby. Inside is a can of First Aid Spray.

S WALKINA S



35. Loop around the partition to spot something large and disturbing passing by the window. Go through the door nearby.



Taking Care of the Paperwork

Once you've read any document—or developed any film—it will be filed in your own personal filing system, which you lug around with you for the duration of the adventure. If you call up your personal menu, and access the File option, a set of three folders appears. Use the left or right arrows to choose from among the folders, and the Action button to select one of them. When a folder has been selected, you can then use the up and down arrows to cycle through the various materials therein, as indicated by the tabs

on the right of the folder.

The First Licker

36. Proceed down the hallway. When it turns right, you'll find a corpse on the ground and a box on the wall that controls the window shutters. Search the corpse to find some ammo.

shutters. Search corpse to find te ammo. The switch on the

box is inoperable, as the Cord has been cut. This is actually the first of two such vandalized boxes, and, if you play your cards (or keys) properly, you should have no need of using the Cord at this box (though you won't locate the Cord for some time).

38. As you approach the pool of blood, a cinematic plays, revealing a Licker hanging from the ceiling. When the cinematic stops, the Licker will be creeping toward your feet. Angle your shots downward, and be ready to stick him with two or three batches of boits from the Bowgun. One less Licker to worry about. If you're just getting your feet (bloody) wet in the realm of Resident Evil 2, you may want to go and save your game again at this point. If you consider yourself reasonably adept, you can probably continue on in the direction of the Spade Key without too much risk.



37. Also, make note of a Spade Key Door to Claire's left as she discovers the corpse. Up ahead, blood drips in a pool on the floor

Follow the Hallways

39. Past the area of the first Licker, follow the hallways until you come to a double door on Claire's right.



41. Through the open doorway near the desk, you'll find a picture over a fireplace. If you search near the picture, you'll receive the message: "A Sacrifice to the Hellifire."



40. Inside, you'll find a small meeting room. On Claire's left as she enters is the Operation Report—more gory details and notes on the Chief's (rather confused) plan to scatter munitions throughout the station

in an attempt to keep them out of mutant hands.

42. Claire will need to find a Lighter before she can start a fire in the fireplace, and thereby release the Red Jewel from its hiding place behind the painting. Return to the hallway, hang a right, and continue in the direction you were headed.

43. If you continue past the double doors where you noticed the painting, eventually you open a door at the end of a hallway and disturb a nasty knot of Zombies.



Fight Your Way Upstairs

44. To Claire's right is a female Zombie, while on her left is a man. Target the guy to the left: there's more Zombie trouble in that hallway, and the idea is to knock them out of the way enough so that you can make it past and into the wider area at the base of the stairs. You should probably take a couple of quick steps in that direction before opening fire, or the woman will grab Claire from behind before the other undead can be suitably subdued.



45. Round the corner to Claire's right and hug the right-hand wall, avoiding the stairs for the time being. At the end of that short section of hall, you'll find two Green Herbs and a door on the right. Hurry inside.



46. In the Dark
Room near the
stairs leading to
the second floor,
grab the Bullets
off the cabinet
to the left.

CIAIRES WALKTHROUGH

47. You can develop film in the antechamber to the rear of the room, and you'll also notice a Chest nearby, as well as a Typewriter and a tresh supply of link Ribbons.





49. You have to make it up the stairs now, but you shouldn't worry too much about killing everyone that you weren't able to kill en route to the Dark Room.

You're coming right back down the

stairs in a minute, and you'll have a Grenade Launcher in hand when you do.

51. If you search the central statue, which is holding a Red Jewel, you'll get the message:

The god of sun and the god of moon. Their gaze upon me is the only thing that can release red soul.



52. To get the statue to drop the Red Jewel, you must push each of the smaller statues back to its original position on the floor. Left and right of the central statue. you can see a worn spot on the floor. As you face the central statue, the smaller statue on the left must go over to the worn spot on the right. and vice versa. In that way, the two smaller statues will be looking in the direction of the statue with the Red Jewel in its grasp.



48. There's an Operation Report on the desk, which gives you a little more in the way of history.

Heal yourself, reload, and save the game. Head back into the outer area.

The Second Poor: The Statue Puzzle



50. Up the stairs to the second floor, follow the hallway and discover a trio

of statues past a locked door. The door must be opened from the other side; there's no key.

JIP.

Be careful that you

don't inadvertently move the statues in the wrong direction: once they get against a wall, it's impossible to move them out again (though if you exit the area and return, the puzzle will reset). 53. When both of the small statues have been properly placed, there's an audible click, and the Red Jewel drops to the podium. Grab it, and continue through the door in the statue area.





55. Inside. immediately on Claire's right, is a locker where you'll find the Grenade Launcher.

57. On the corner of one desk is Chris's Diary, and, beneath that, the Unicorn Medal.





59. When you go to leave the office, the fax machine near the door becomes active.

The S.T.A.R.S. Office

54. Through the open door near the three statues, follow the hallway and look to Claire's left to find the entrance to the S.T.A.R.S. office.



56. Opposite the door where you came in, there's a narrow walk-way between two desks.



58. Take them both. The only other useful item in the office is behind the desk near the S.T.A.R.S. poster. Face it and search to discover a stash of Bullets.



60. The "Mail to Chris" that arrives provides more history, including the fact that Police Chief Irons is in cahoots with the Umbrella Corporation.

With the Unicorn Medal firmly in your inventory, head back downstairs, in the direction of the Dark Room. Show off your shiny new Grenade Launcher to any Zombies you left undead at the bottom of the stairs, then go and save your game in the Dark Room once more. Retrace your steps back to the main lobby of the Police Station, and take the Unicorn Medal to the fountain.



Spade Key



61. Place the Unicorn Medal in the base of the fountain, and out pops your first Precinct Key. If you check it, you'll see it's in the shape of a spade—the Spade Key.



62. Head back through the double doors in the direction of the headless body—where you met a Licker for the first time. There's no need to save the game before you

go, but you should have at least one empty space in your inventory (assuming that you're also carrying Bullets and Ink Ribbons, which can be added onto without requiring more spaces).

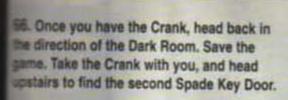
e First Spade Key



63. Through the Spade Key Door near where you met the first Licker, search the shelf near where you enter to acquire the Patrol Report.



64. When you reach the end of that first row of shelves, look in the tall yellowish cabinet on the left to find more lnk Ribbons, then loop around the shelf to Claire's right.



65. If you stand at the end of that aisle, you should see an object on the shelf high above your head. To reach the Crank, you'll have to push the nearby

cart to that end of the aisie, then climb up on it.



Sherry in the Hallway

67. When you emerge in the hallway near the S.T.A.R.S. office, you spy a young girl being menaced by a Zombie.



68. The girl runs off while you're busy plugging the fiend, but at the end of that passage waits the second Spade Key Door.



The Second Spade Key Door



 69. Through the second Spade Key Door, Claire meets up with Leon.

71. Next, use the Lockpick to open the small desk. Inside are Flame Rounds. Go through the door nearby.



70. He'll tell her
"The girl went
thataway," (excellent police work,
Leon) and give her
a radio so they
can stay in touch,
then he's off on
his own adventure
once again.

Collect the Bullets from the alcove in the dead-end hallway.

Using the Crank

72. Entering the room, you'll see several bookcases on your right. Though the cases are on movable tracks, you'll need to turn on the power supply to the cases before they can be moved. First things first: You might as well go apply the Crank to its intended purpose.



73. As you come into the room, there's a narrow stairway on Claire's right.



74. Head to the top of the stairs, and follow the walkway until you spy a door on Claire's right.

CIAIRE'S WALKTHROUGH,

75. Through the door, you'll find yourself on the highest walkway above the central lobby, with a Licker on the floor nearby.





76. Test out a couple of those Flame Rounds, and then hang a right. Follow the walkway to a door.



77. Inside on the left, you'll find a broken mechanism and, to the right, a fixture with a square hole on the wall.

78. Apply the Crank, and Claire will oblige by cranking down a ceiling staircase. Up above is another mechanism that requires the Gold Cogwheel to function. But you don't have a Gold Cogwheel, do you, Claire? Head back for the large room with the bookcases.

The Movable Bookcase Puzzle: The Serpent Stone

79. Reenter the room with the movable bookcases below, turn to Claire's right, and proceed along the walkway. Near that end of the walk, the floor gives way, and you fall into a small area near a strange



(yet vaguely familiar) picture on the wall.



81. To solve the puzzle, you simply have to configure the bookcases so they correspond to the relative position of the marks on the picture near the power switch: Slide the two bookcases on the left to

the right space. That accomplished, the bronze plaque below the picture opens, and the Serpent Stone is revealed.



80. Ponder it for a moment, and then use the switch nearby to send power to the bookcases. When the power is turned on, the bookcase near Claire's left arm will move slightly, and you can exit back to the main area of the large room.

82. With the Serpent Stone in hand, assess your ammo supply. If you exit the bookcase room back the way you came, you can backtrack to the Dark Room and save the game free of risk. If you exit out the dou-



83. The Zombie battle isn't a very demanding one, except in terms of the perspective of the camera: the view is a relatively distant one, as you're looking at the second-floor walkway above the main lobby. Other than that, you can easily take the Zombies one at a time with your Handgun.

ble doors, near a vase with a Red Herb hiding in it, you have some Zombies to fight before reaching the nearby save room in that direction.

The Upper Walkway

84. Go through the double doors in the room with the movable bookcase puzzle. Look sharp: There's a Zombie in close on Claire's right, waiting to make a quick lunge at our heroine.

Once that first Zomble starts reddening the walkway, you can continue with relative ease around to the left. There's more Zomble trouble ahead, but you should have plenty of time to line up your shots.



85. At the halfway point of the secondfloor walkway is an Emergency Ladder.

87. There's also a Lighter on the chair near the desk, where you'll find the Secretary's Diary. The Diary itself points you

toward the "Sacrifice to the Heilfire"
painting on the first floor, just in case you missed it the first
time.

You'll have to backtrack to the room with the painting—in the first floor hallway past the first Licker attack—and use the Lighter to start a fire in the fireplace. When you do, a second Red Jewel is yours for the taking.

Once you've got both Red Jewels, return to the room where you found the Lighter, stash the Jewels in the Chest, and save the game. Make sure you have at least one empty space in your inventory, and then exit through the door near the Typewriter.

86. Press the button to activate it, then continue on in the direction you were headed. At the end of the walk, there's a door on Claire's left leading into another save room, complete with Chest.

Typewriter, and lnk Ribbons.



The Crash Site: Run Past the Crows

88. In the hallway outside the second-floor save room, look left and dispose of the Zombie closing in from that side. If you peek around the corner in that direction—the hallway turns to Claire's right-you'll spy a flaming Zombie, about the time he notices you've arrived. Step back quickly and pop him with the Handgun.





89. In that area, you'll see the nose of a Helicopter that has crashed through the wall.



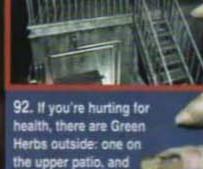
90. To get at the door past the Helicopter and to the right, you'll need to put out the flames. Eventually, you'll also be able to plant an explosive charge to the left of the Helicopter's nose, and blow a hole in the wall. The pas-

sage beyond leads to the Chief's office. Backtrack past the door to the save room, and locate another door on the left side of the hallway. Go inside.

93. Once you've had your III. return to the secondfloor hallway and the door that you unlocked, and continue on in the direction you were headed-with caution. Up ahead, you'll spy a coupie Crows and a recently secked corpse. Blast the

and then search the corpse to uncover a stash of Bullets.

91. In the hallway beyond. race to the end and unlock the door you find there.



two more down the

stairs near a door.

Past the pecked corpse, Claire makes a right turn in the hallway, and the long hall ahead is flanked a row of windows on the right. When you start down the hallway, the previously mentioned flock of feathmed fiends comes crashing through the glass, so don't meander. Sprint down the hallway, ready for the left arm at the end (which you can see in the foreground of the camera shot).



sending on your level of comfort with the e's movement controls, you may want to douback and save at this point: you're about to meash a nasty flock of Crows into the hallway.



95. Don't stop running until you reach the end of that section of hall and the safety of the door to Claire's left. Get through the door as quickly as possible.

The Rooftop Area: The Valve Handle



96. Once past the Crows, Claire finds herself on a section of rooftop where the larger portion of the Helicopter is visible, engulfed in flames.

97. Go through the opening in the fence to Claire's left, and you'll find a water main that might help you douse the flames, if only you had a Valve Handle to manipulate the water pressure in the large tank above the wreck.



98. Pass by the wreck, and look to Claire's right to find a stairway leading down to a section of street.

Exit the stairs, and run forward while hugging the wall to Claire's right. That's a dead-end, but you

want the closest of the Zombies in this vicinity to shuffle over to that side of the area.



100. Inside the small, dimly lit room, scour the area for the Bowgun, an Ink Ribbon, and the Valve Handle, which is beside the desk.

99. Turn around so that Claire's back is to the wall, and wait for the first of the Zombies to get into the camera shot. When it does, run around it to Claire's right, and continue down the walkway.

hugging the right side of the path. You'll see more Zombies up ahead, but, as long as you stick to the right-hand patch of grass, you should be able to loop around them, making a left turn in a wide arc. Up ahead is a door you should enter.

101. You can save the game here if you like, but don't open the door opposite the one you came in: that door leads to the outside area, and opening it only lets in a hungry horde of Zombies before the portal seals again.

Once you've collected the stash—most importantly the Valve Handle—exit back through the door where you came in, and dodge the Zombies en route back to the staircase to the upper area. Occasionally, one of the undead will dawdle at the foot of the stairs, so be ready to pop off a few Handgun shots to clear a path.

Using the Valve Handle



102. Once you've made it back to the upper area with the Valve Handle, you can use it to douse the flames near the Helicopter.



103. Pass back through the hole in the fence and use the handle near the water main. Pressure builds, and the large tank ruptures. Out goes the fire.

CAIRES WALKSHROUGH

104. Before you head back in the direction of the Crow hallway, check near the plume of steam in the copter wreckage for another box of Bullets.



105. Usually, there are still several Crows in the hallway, but it's nothing like the frantic attack mode they were in when the flock burst through the windows. Remember, there are Green Herbs on that outside patio and down the stairs from there, too.

Head back to the second-floor save room, and trade the Valve Handle for the two Red Jewels in the Chest. You don't need to save the game yet. As long as you've taken care of the two Zombies

in the hall near the nose of the Helicopter, there's nothing dangerous in the area ahead.

Past the Wreckage: The Diamond Key and the Blue Stone



106. Work your way past the nose of the downed Helicopter, hugging the wall on Claire's right to discover a door.



107. Inside the small room, check the large vase for more link Ribbons.



108. At the far end of the room is a statue of Tyranus the Brave, who, as you may notice,

"Revives with two lights." Place a Red Jewel in the fixture on either side of Tyranus, and a compartment opens in his chest, revealing a Blue Stone.



109. You need another half of the stone before you can Combine them to form the Jaguar Stone. The Diamond Key is also in attendance, sitting to the left of the statue.

110. Once you have the prizes, head back to the save room and save the game. Return to the hallway at the bottom of the stairs near the Dark Room. The first Diamond Key room is at the end of the hallway near where you came into the area the first time (where the female Zombie was standing).

The First Diamond Key Door



111. Back near the Dark Room at the foot of the stairs, be ready for big-time Zombie trouble inside the Diamond Key Door. Whip out that Grenade launcher to get the party

started, then apply the Handgun to any stragglers.

113. Don't expect the pictures to have great significance. In the file cabinets on the opposite side of the room, you'll find some Bowgun Bolts.



115. Through the door near the locker, you'll find another large office in the area beyond.



112. Having blasted the local Zombie populace into submission, check in the aisle between the two rows of lockers. If you stand with your back to the small trash can and search the locker bank there, you'll

open a drawer with a canister of film for you to develop in the Dark Room.

114. Of far greater importance is a broken locker to the right of the exit door in the Diamond Key room. Use Claire's Lockpick for access, and claim the Plastic Bomb inside.





116. Grab up the Green
Herb upon entry, and
make sure you've got that
Handgun at the ready.
There's a memo to Leon
on your desk, as well as
assorted party favors.



117. Check the lockers near Leon's desk for more Bullets.



118. Next, take a peek in the small adjoining office.



119. The cop who gave you the Blue Card Key earlier is in the final stages of G-virus

infection, and you're looking less like a friend—and more like dinner—all the time.

When you've taken care of business, the Detonator you need to set off the Plastic Bomb waits on the desk nearby.



120. You may want to unlock the door in the large outer office area, as that exits back into the main lobby, and you never know when a shortcut might come in handy.



122. Claire will sprint for cover before the detonation.

Setting the Bomb



121. Head back to the hallway on the second floor where the nose of the Helicopter is smashed through the wall. Combine

IRES MALKTHROUGH,

the Plastic Bomb with the Detonator, and use the resulting device near the smashed door.



123. When the dust settles, check the area and discover a new passageway has been revealed. It leads to the Chief's office.

124. You don't need to save the game just yet. In fact, unless you're really into viewing cinematics, you might as well wait until after the show.

Go Meet the Chief

125. Follow the hallways and enter the Chief's office. On his desk lies the mayor's daughter, seriously wounded, though it doesn't look like a Zombie attack.



127. You'll find a room where the Chief has stashed his ill-gotten gains, and then enter an antechamber with a light switch on the wall. Hit the lights.



126. Hmmm Now that you mention it, didn't you hear some strange noises from the hallway when you ventured past the 'copter for the first time?

Once the Chief decides he'd like to be alone, exit through the door on the other side of his office, and follow the hallway.

A Talk with Sherry

128. When you turn on the lights, you see Sherry hiding in the shadows. As with Leon and Ada, Sherry is Claire's companion through crucial parts of the adventure.



129. Sherry will give you some history, and then get frightened and run off when she hears a monster shout in the distance. Before you exit, grab up the Secretary's Diary.



And don't overlook the First Aid Spray in the large gold Chest.

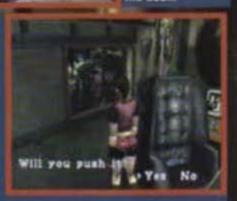
Back in the Chief's Office: The Heart Key

131. Move around behind the desk, and you'll see that he's also inadvertently left his Diary on the chair.



132. More importantly, if you search the strange picture hanging on the wall, it slides aside to reveal the sockets where you'll need to place the three Stones. With all three Stones in place, a door will open nearby, and Claire can pass through to find the passage to the sewers.

130. When you double back through the Chief's office, the Chief is nowhere to be found, but the Heart Key has been left on his desk.



NOTE

Remember, the Blue Stone is only half of the Jaguar Stone, so it can't be inserted until you find the other half. 133. Now that you have the Heart Key, it's finally time to explore beyond the single door in the lobby—up the short flight of steps in the direction of the main entrance, and left as you face that doorway to the outer courtyard. Be sure you bring plenty of ammo, and read the nearby note if you're having trouble getting through the area beyond the single door.







An Alternate Route

If the pack of Zombies

Tombies

Ithe single door in the area is giving you a pain in ack and/or ankle, you can the same area via the door unlocked in the hallway where fock of Crows attacked. You find that coming in through back door gives you more time vey the situation, though, ately, you'll want to take care the resident Zombies.

Through the Single Door in the Lobby

134. Get that Shotgun ready, and drop back into the corner to Claire's right as you pass through the door. The hallway is crawling with Zombies, and you'd like to let them get relatively close so as many as possible feel the brunt of your blast.



135. When the crowd's blood is soaking into the flooring, you may want to go and save the game before heading through the nearby double door.

136. There's plenty of mobile in the large office, as well. If you seein by running formerd, you can pass officely unmolested between the desks of you see an open for on Claire's left. This door leads to an

ss sted is open eft.

away from the door, you can run inside and open the safe, and you'll still have time to make it back into the larger office afterwards without getting cornered. If you do take some abuse, check behind the desk for a pair of Green Herbs.

137. If you can get the Zombies far enough

Example 2 where the safe waits, but it's usually best to peek isside and draw the attendant Zombie out before going isside.



139. The combination, which you know from the Police Memorandum you picked up in the first Chest room, is 2236. Inside, grab the Police Station map, and, more importantly perhaps, a load of Acid Rounds.

138. Inside the smaller office, the safe is against the wall on Claire's left as you enter.



140. Hurry back into the larger office once you've gathered the goodies. As you exit, if you hook around the wall to Claire's right and search near the answering machine, you'll find more lnk Ribbons.

141. Of course, the Zombles might have something to say about that, so make sure you know where the undead lurk before rushing blindly around the bend. At your own discretion, you can polish off the moaning minions in the large office. You won't have to come back through the area for any good reason once you've cleaned out the safe.

You'll want to exit the large office back through the double doors where you came in, but do check the small adjoining hallway—through the open doorway near the safe's antechamber. Claire's right as you come into the hall from the office has a box of Bullets on it, and that doorway leads to the outside area below the patio.

There are two

142. The body to

There are two Green Herbs to

Claire's left as you come outside, and another on the patio above, assuming you didn't pilfer them earlier from the hallway on the second floor where the Crows attacked.



143. Also, at one end of the short hallway, is the Heart Key Door. Use the Heart Key and discard it, but don't go through the door there just yet. There's

another Diamond Key Door you need to open down the hallway that you entered from the lobby.

146. Where the hallway turns left is a large metal door that requires the Diamond Key for access.





148. Next, claim the Eagle Stone from the nearby shelf.

The First Diamond Key Door

144. Back in the hallway outside the large office's double doors perhaps after a side trip to save the game—follow the passage. Where it widens and turns to Claire's right is another Green Herb (search near the plants).

> 145. Continue to follow the hallway, ready for a trio of Zombies in the passage beyond.





147. Inside the second Diamond Key Door, collect the Cord from the table.

149. Get out that Grenade Launcher. When you move away from the shelf where the Eagle Stone sat—in front of the mirror—a Licker crashes your party. It'll land almost right in front of you, so be prepared to target downward and let loose a couple quick blasts.

TARRES WALKHROUGH

The Small Key

150. Having survived the Licker's assault in the Diamond Key room, continue down the short length of hallway and discover a Red Herb growing in a pot outside an unlocked door.

The Heart Key Door

151. Back in the hallway, note the ornate Spade Key Door at the far end, and then head back toward the door you unlocked using the Heart Key. Of course, prudent adventurer that you are, you'll probably

pause en route to save the game

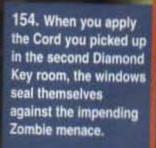




152. The Heart Key Door, you'll remember, is the one at the end of that short hallway that adjoins the large office where you pilfered the safe.

153. Beyond is a long half-way—complete with Green Herbs—at the end of which is a stairway leading down to the base-

ment. In the area at the top of the stairs, however, are several other items of interest. For starters, there's a second box with a cut Cord.





The Basement: Bad Dogs

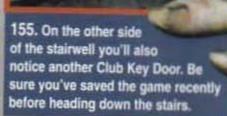


156. Down in the basement, get ready for a dose of Zombie Dog trouble, as several bad dogs bar your way between the bottom of the stairs and a secure save point.

157. Look to Claire's left in the short hallway to find an adjoining passage, and the first perilous pooch. As with the Licker, you'll have to angle your aim down-

ward to keep the dog from getting a good bite out of you. When the first mutt yipes off into the hereafter, advance until you see the intersecting hallway ahead. As soon as you step into that juncture—the camera angle will shift—backstep and the dogs on either side won't get a cheap attack. You may want to use your Shotgun on one of the Zombie Dogs here, as two in these close quarters can be a painful experience.

Hang a left at the intersection where you meet the two dogs, and pass by the door to the Autopsy Room—it requires the Club Key for access.



158. At the end of that hallway is another doorway, and you should search the garbage nearby for more Bullets before venturing inside.





160. Down the ladder, you'll discover another room where you can save the game. Do so, then return to the passageway to discover Sherry once more.

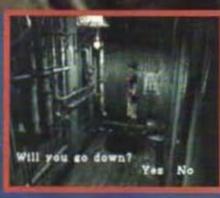
161. While you're talking with Sherry for the second time, she becomes concerned that her father is being attacked by monsters (oh, the irony) and runs off to save him.



up to the service area near the sewage treatment tanks, and exit on the run, hanging a hard turn to Sherry's right. Dodge the dogs and hug the right-hand path, and quickly enter the door you find.

163. Ride the elevator

In the room beyond is a puzzle Sherry must solve to claim the Club Key. 159. Through the door, look to Claire's left to spot a Red Herb amid the debris, and venture cautiously into the outer area. A short way down that path, two more Zombie Dogs come flying over the fence.



and almost invariably they wind up on either side of you in the wide walkway. Instead of fighting them right now, run down the walkway and you'll discover an open manhole at the end of the path. Climb down before the pooches have a chance to nip your heels.

Run, Little Girl: The Club Key



162. When she crawls through the opening that's "too small for an adult to enter," you take control of the girl's actions on the other side.

Unfortunately, Sherry doesn't

have much going for her in terms of self-defense. You'll need to simply outmaneuver the Zombie Dogs in the area ahead, and use the First Aid Spray if they inflict any serious damage.

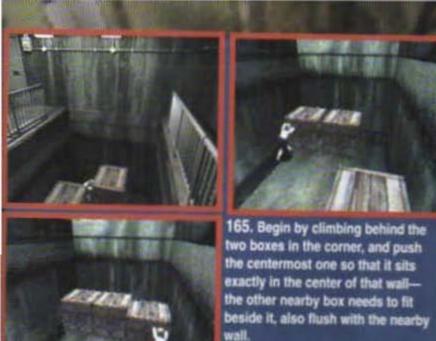
The Rooting Box Puzzle

164. For Sherry to reach the Club Key, on the far side of the empty pool, she has to use the boxes as a bridge.

Before toggling the switch to fill the pool with water, hop down to its dry bottom.

The three boxes in the bottom of the pool need to be pushed to the far end from where Sherry hops down. In that way, they'll float to the surface when the pool fills with water, and Sherry can take advantage of two breaks in the railing above to walk to the other side of the pool across their tops.





167. Walk across and claim the Club Key. With the Club Key in hand, exit the pool room and dodge the dogs once more. Before you head back to the area down the elevator, a small side trip is in order.



168. Hang a right between the two treatment pools and then a left when you reach the far side of the area, dodging doggies all the while.

CALITION

MIRE'S WALKTHROUGH

If you mess up and push the center box over into the corner, you are—to use a technical term—hosed. Exit the area to reset the puzzle.



166. Finally, push the third box from its starting position to fill in the final gap in the sequence. All three boxes should finish flush with the wall. Now climb back up to the control panel, and hit the switch there to flood the pool.



169. Through the door there you'll discover a stash of Grenade Rounds that Claire can probably find a use for.





170. When you return to the area down the elevator (on the opposite side of the treatment pools), Sherry will toss the Club Key and Rounds to Claire, and then, asserting her independence, she'll run off to find some other exit from the area.



172. Before you open the Autopsy Room door, you might as well sidetrack ever -so slightly through the other double doors in that area. You'll need to use the machine inside to restore the power to the card

reader near the Weapons Storage portal.

Danger Ahead



171. With the last of the "suit" keys in hand, you now have some doors to open, but do be careful heading back into the hallways above the manhole. There are probably still Cerebus Dogs to deal with, and a couple of Lickers will have appeared near the Autopsy Room door, as well.

Restoring Power to the Card Lock

173. Retracing your path back past the Autopsy Room, you'll see another set of double doors, followed by the door to the Weapons Storage room. Currently, the power to the Card Reader beside the Weapons Storage room is off.

174. Enter the double doors and hook around the machinery to Claire's right. Against the far wall is an electrical panel that must be properly configured for the power to the Card Reader to come on.





176. Throw the first switch in the sequence "Up," the next one also "Up," and then the third one "Down." Throw the fourth switch "Up" and the fifth "Down," and the power meter should register the desired amount. The Card Reader will come on near the door in the hallway outside.



175. There are five switches that must be placed in either an "Up" or "Down" position in order to do the trick.

The switches work together to regulate the current. If they're not properly switched the system will short out, and you'll have to try again. Circling past the sches, look on the sches, look on the sches to Claire's left sind the Police B1 it's yours for the sing. Exit back to hallway outside, continue in the section you were seed.



In the hallway near the
Autopsy Room is a door
leading to the parking
garage. As far as Claire's
concerned, that's a dead-end, though there is a
Green Herb in the garage that she can snag.
Only Leon, with Ada's help, can push aside the
police van that's blocking the door in the

ere's Walkthrough

Club Key Door: Autopsy Room

in the autopsy isom is a set up setting to be the bodies seewn shout the



mem are bound to come to life sooner or later ...

Circle around the gurney and check the cabinet to discover the Red Card Key. 178. With the Club
Key in Claire's possession, open the
Autopsy Room. Watch
your step in that hall,
as a pair of Lickers
will have taken up
residence in your
absence.

garage.



180. When you claim it, a Zombie crawls out of the body storage immediately behind you, and the other resident undead wake to feed, as well.

In the narrow area behind the gurney, it's best to plug the first Zombie with your Handgun, while the rest of the mob starts to crowd into the narrow path. When the throng is assembled in a nice little

imot, let them eat Grenade—perhaps a couple of blasts—then switch back over to the Handgun mop up.

Weapons Storage



181. Having previously configured the power supply to the card reader, you need only use the Red Card Key there to open the Weapons Storage room.





182. Inside, you'll find Bow Bolts, two boxes of Bullets, a Side Pack and a Submachine Gun.



183. The Side Pack adds two places to your inventory total, which the Submachine Gun fills nicely. Of course, you could be a sport and leave the big gun for Leon, but he really doesn't need it. Our advice for Claire: Grab the gun.

The Second Club Key Room

184. The next stop on your Club Key backtrack is the room at the top of the stairway, back in the Police Station.



185. Inside, you'll find zip in the way of resistance, and Acid Rounds in the adjoining small bunk chamber, near the bed with the Watchman's Diary.



186. Also check the table for more Ink Ribbons.



The Final Club Key Room: Gold Cogsubeel



188. Before you make the trip, be sure to stop at a Chest and pick up the Lighter. You'll be glad you did.

Be sure to bring the Lighter when you head through the final Club Key door. You'll need it to start a fire in the furnace.

Through that ornate green portal, grab the Film B off the table—if you must—and dispose of the Licker awaiting your arrival.



187. The last lock requiring the Club Key is back on the first floor of the Police Station, near the Diamond Key room where the Licker came crashing through the mirror.

189. Examine the picture in that corner of the room.

That's the Gold Cogwheel you need to place up in the third-floor clock mechanism, doubling as the wheel for a charlot. When you examine the picture, you'll get the message:

Light the queen,
the king,
and the jack,
and the chariot will start running.

Go to the front for room, and discover a small



191. Ignite it with the Lighter, and then study the three fixtures on the wall. Beneath each is a number—11, 12, and 13—corresponding to the numerical value of the jack, queen, and king in a deck of cards.



192. Activate the center one the queen—first, then the king on the right, and then finally the jack on the left.



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193. You don't light these fixtures, but turn a spigot that ignites them, which works if the furnace has been lit. When the fixtures are ignited in the proper order, the Gold Cogwheel falls out of the picture in the room.





194. With the prize in hand, make haste for the third floor, and the clock mechanism in the uppermost room—the room made accessible when you used the Crank to lower the staircase.

Of course, you should save the game as soon as possible, and you can expect a Licker to be waiting at the top of the Emergency Ladder if you choose to pursue that route.



196. Back up on the third floor, climb the stairs to the attic and check the machinery.

The Pinal Stone



195. As you make your way back toward the attic, you'll get the cinematic of the Zombies crashing through the one set of windows where you didn't use the Cord to fix the shutter switch.

Hopefully, those Zombies are near where you met your very first Licker, and you have no reason to be going back in that area, anyway.



197. If you stand to the right of the clockworks and search, you'll get the message that "The Gears are clean."

Stand to the left and search, and you'll kneel down at the switch. Decline to

press it the first time, then stand and use the Gold Cogwheel. Once it's fitted into the Gears near the switch, you can hit the power switch.

It looks like a switch. Will you push it? Yes No

198. The portal on Claire's right as she faces the machinery will grind open. Inside waits the final Stone: another Blue one.



199. If you messed up and put the Cord for the shutter switch in the box that sealed the first set of windows, there should also be a duct in the bottom of the closet with the

Blue Stone. You can drop into that shaft to avoid the Zombies, if any crashed through the windows near the staircase that leads to the basement.

Apply the Stones

199. With all four Stones in Claire's possession, she need only apply them to their intended purpose to open the passages that eventually lead to the Umbrella Labs.



200. Combine the two Blue Stones to form the Jaguar Stone, then take the trio back to the Chief's office. Meet up with Sherry once more, then plug the Stones into the fixture behind the picture—behind the Chief's desk—and a hall-way opens nearby.



201. Pick up the "Mail to the Chief" and head down the hallway.





202. The Chief is having a real bad day, and it's only going to get worse. Once the drama with the Chief plays out, take the Acid Rounds from that room—load them up—and head down the elevator.











203. Below is the G Imago, a major mutation caused by the G-virus, standing between you and access to the sewer tunnels—which ultimately lead to the lab.

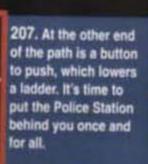
204. Acid Rounds work fine here, though you may also want to try a little Submachine Gun. Don't go crazy with the Submachine Gun: you're going to want at least 50 percent of the ammo for the big battle at the end of the game.

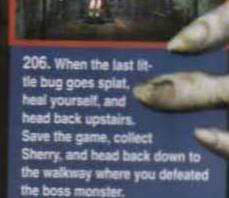
In addition to the G Imago's own attacks, you need to fend off the small army of larvae-like things that it pukes from its maw. These little creatures can do considerable damage, and the big monster will continue to emit them even after it collapses.

205. Even when all appears quiet, switch over to your Handgun and blast the big thing's carcass. It'll emit one last load of larvae upon its demise, and if you're targeting the monster's body, you can



usually catch them as they come out, saving yourself some damage in the process.







Sewage Disposal In the Sewers Sewers Power Switch Waterfall Coin Box Pressurized Tank Ladder Up 10 Upper Level 2 Blue Herb Bug Tunnel



Ciaire's Varikthrough,



208. Up the ladder from the catwalk where you battled the Police Station boss, Claire and Sherry enter a short section of the sewer, only to be spotted by another monster on the walkway above.



209. After you run through the large portal nearby, a drain opens up, and Sherry is sucked into a small section of the sewer. Alone again.

Sherry in the Sewers

210. Follow the short tunnel, and climb up on the ledge to Sherry's left.



you emerge in the large tunnel.

and slip past the Zombie, veering right into an

ever, is a vent shaft that Sherry can fit through. Enter, and be prepared to get moving when

apparent dead end. About halfway down the wall, how-

211. Through the door on the ledge, Sherry enters a small storage area, with a Zombie on patrol. Run to Sherry's left as you enter the area.



212. Sprint forward, as a nasty nest of bugs erupts from the ceiling of the tunnel. At the far end is the safety of another vent shaft.

213. When you emerge from the darkness once more, you'll see the Wolf Medal on the section of flooring up shead.





214. When Sherry grabs it, or perhaps even before she can reach the prize, the floor gives way, dropping her into a garbage-strewn sewer chamber far below.

Semiconscious, the little girl is attacked ... and infected. Cut back to Claire.



Claire to the Rescue

215. Head for the waterway, which turns right, and look to Claire's right: you'll find a small alcove a short way down the tunnel, and inside it, a pair of Blue Herbs near a door.



216. Beyond the door is a room with a Chest and a Typewriter—Ink Ribbons to its left—and that's a fax addressed to the Sewer Manager over on the table.





217. Other useful items abound, including two boxes of Bullets on the table near the fax and a can of First Aid Spray in the locker near the descending platform.



218. Also near the platform is a locked door to the Warehouse. Use the Lockpick, and climb down the ladder.

In the Warehouse

219. Arriving in the area where Sherry found the vent shaft just moments before, you have only to deal with the resident acid-spitting Zombie to claim the Grenade Rounds on the shelf nearby—head for the



same small section of the room where Sherry found the vent, but turn to Claire's left, away from the crawlspace, and search the shelves at that end of the area. 220. Rounds in hand, head back up the ladder to the save room above. But before you do, search the nearby shelves for some Bowgun Bolts.



Through the Sewers

221. Of utmost importance: Make sure you grab the Valve Handle and the Lighter from the Chest before riding the elevator down, and also leave plenty of room in your inventory. You'll need at least two spaces to carry a pair of valuable coins, and there are also Flame Rounds and herbs in the area ahead.



222. Exit the elevator, and turn to Claire's left in the short passage ahead. 223. You'll find the Sewer Map hanging on the wall near a door.

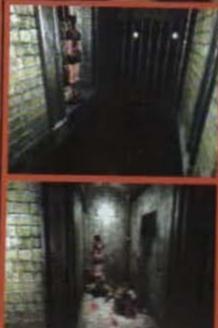
225. Backtrack past the hallway where Claire came into this section of tunnel, and start running when you notice the Giant Spider clinging to the wall ahead. You need to turn to Claire's left

at that juncture, where there's a pair of monstrous arachnids waiting to spit their poison. If you do take a hit, don't use any Blue Herbs just yet.

227. If the Spiders haven't spit at you yet, stand in the alcove and plug away. Eventually, you're bound to take a spit hit. The good news is that there are Blue Herbs growing in a planter through the door in the alcove. You can duck through the door, cure the poisoning before it begins to seriously affect your health, and then return to finish off the Spiders.

228. Once the Spiders curl up and die, notice the lock on the opposite wall: You'll have to insert both the Eagle and Wolf Coins to shut off the small waterfall nearby, and finally access the lab area.





224. Beyond the door is another section of sewer, halffilled with water, Hang a left, and check the alcove off to the left a little way down the passage for a fresh supply of Flame Rounds.

ALKTHROUGH

226.
Through the door, you're still in Spider country, and you'll need to take care

of the monsters in this vicinity, as you'll have to come back here eventually. Head straight down the tunnel, and look to Claire's left to spy another dry alcove near a waterfall.







229. When Claire continues along the walkway past the growing Blue Herbs, Sherry's mother appears and imparts the full story of the G-virus.

230. Just about that time, you'll hear Sherry's desperate cry in the distance. Point Sherry's mom in one direction, and take the other route. You did remember to grab that Valve Handle, didn't you?

Rescuing Sherry from the Gator

231. Follow the walkway to its apparent dead end, and apply the Valve Handle you brought to the fixture nearby.



233. As long as you'll still have two spaces left over in your inventory, claim the Green Herbs and the Flame Rounds on the small landing, then save the game at the Typewriter.

232. That lowers a bridge from its current position in the room high above.

When you cross the bridge, be sure you use the Valve Handle on the fixture there, as well, and return the bridge to its original position above you. You'll be glad you did later on.







234. Go through the nearby door. Follow the wide metallic corridor. Eventually, after a left turn, you'll see some sort of apparatus on the wall.

235. Upon inspection, it seems to be some kind of emergency release mechanism for a pressurized tank. Not exactly a common emergency procedure, but, as it turns out, an appropriate one.

Continue down the corridor, and you'll see an opening on Claire's left where Sherry lies beside the murky pool.

236. When Claire calls out to her, she's answered by the arrival of a truly impressive Alligator—tremendous in stature and, it's safe to assume, far too hungry to be reasoned with.





237. Once the gator throws Claire down the tunnel and the cinematic concludes, get moving back in the direction you came from.

238. When you reach the point where the pressurized tank is mounted on the wall, hit the switch.

Leave the tank lying on the floor, and go around the corner away from the gator, retreating 30 meters

239. Pull the trigger, then head back in Sherry's direction.

ures walkthrough

or so past the bend. Equip your Handgun.

When the gator turns the corner, you'll be delighted to note that it has managed to get the tank lodged in its massive mouth.

The Wolf and Eagle Medals

240. Near the large metal door, hit the release switch on the wall.



241. Inside the pool room, collect the Ink Ribbon from the debris, and wake up Sherry.





242. She doesn't look quite right.

Collect the Wolf Medal, then head up the ladder, and cross the bridge you so thoughtfully returned to its upper position previously.





243. Hang a left, and follow the walkway. In the control station above, you'll find the Sewer Manager's corpse, as well as his Diary and the Eagle Coin.



244. Retrace your steps to the waterfall in the tunnel, near where you splattered the two Giant Spiders earlier. With both the Eagle and Wolf Coins inserted in the mechanism, the flow is shut off, and you can pass through the doorway beyond.



Take the Sky Tram



245. Follow the hallway, and you'll discover a parked SkyTram.



246. Circle to its right to locate the SkyTram's power source, and then activate the control panel.

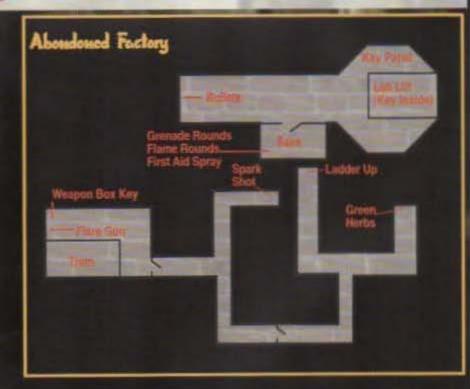


247. Climb aboard.



248. When you disembark at the deserted factory, look to Claire's left as you exit, and discover a Flare Gun nearby.

Light the Place Gun



EMIRE'S PAPALKTHROUGH

249. Set it off with the Lighter, and note the tell-tale twinkling of an object on the ground nearby. That's the Weapon Box Key. Take it with you, and go through the door on the other side of the docked SkyTram.



The Spark Shot



250. In the hallway ahead, several Zombies are pacing back and forth at the intersection. Hammer

them into submission, and look to Claire's left. Follow the passage until it dead ends, and search the corpse there. The Spark Shot is your reward.

260. New toy in inventory, double back down the other branch of the hallway, wary of lurking undead.

Don't dismay too much if your inventory is getting crowded: there's a save room up ahead, with a Chest for storage. You can easily backtrack to this area in a few moments, and Sherry will stay safely behind. As her condition worsens, Sherry's pace becomes a bit tedious, but you'll soon find a place where she can rest.

A Convenient Save Point-Near the Lab

261. In the opposite direction from the dead end with the Spark Shot, follow the hallway and pass through the door.





263, Collect the rounds—both Grenade and Flame—and don't overlook the First Aid Spray in the cabinet left of the exit door.



262. The new hallway is similarly shaped to the last passage, except the dead end lies to the right when you reach the intersection. There you'll find a pair of Green Herbs. Backtrack and you'll find the previously mentioned save room at the top of the ladder.

264. Once you've stashed everything in the Chest and gone back to the hallway nearby for anything you couldn't carry before, Equip that Spark Shot and save the game.





265. Through the exit door, a massive elevator is waiting to take you to the Umbrella Laboratory, at long last. Don't overlook the Bullets near the busted barrels and the Factory Map on the wall.



266. Climb into the elevator car to find the key that fits into the control panel outside, as well as more Flame Rounds.



267. Apply the key, and climb aboard for the ride.



Attacked on the Big Elevator





268. Halfway through the big elevator trip, a nasty monster starts banging on the walls, right about the time Claire realizes that Sherry is in serious trouble.



269. Exit the elevator car, ready for action. You'll find that your new Spark Gun is just what the mad doctor ordered when it comes to appropriately dealing with horrible genetic mutations.



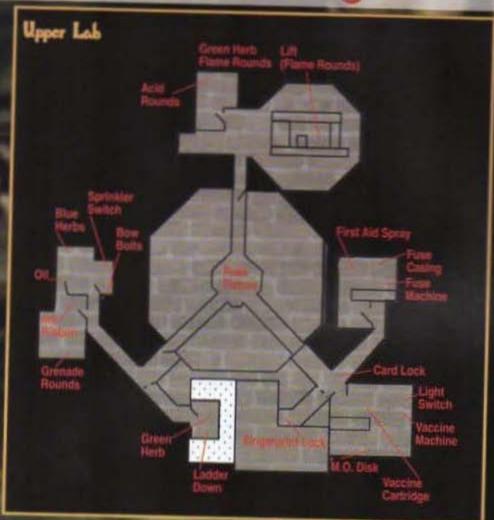
270. Once William (G-II) has been sent packing, climb back in the elevator car, and ride it to its destination. Claire will carry Sherry to the safety of a nearby room once the elevator stops.

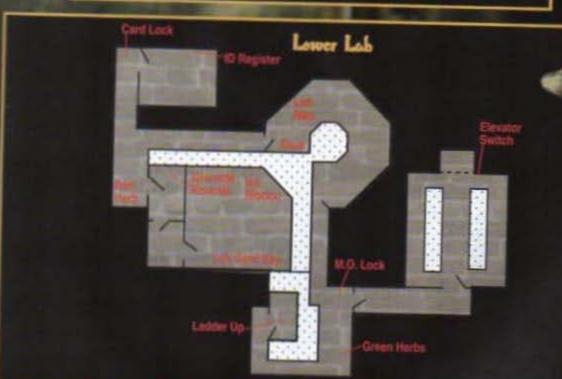
You've made it to the lab.



CIAIRES WALKTHROUGH

The Umbrella Laboratory (At Last)









271. In the room where Claire places Sherry on the cot, look to the foot of the bed to discover a Green Herb. There are also Flame Rounds in the cabinet to the left of that, and even Acid Rounds on the desk.

272. Once you've sorted the swag and properly configured Claire for the gauntlet ahead-Grenade Launcher, a variety of rounds, Handgun, perhaps a Green Herb-save the game, and hit. the lab.

Don't Forget that Lighter!

273. Of course, in addition to all the other fun stuff the lab has to offer, you'll want to mix a batch of the Vaccine for Sherry while you're weeding out the monsters. Fortunately, that'll pretty much take care of itself during the natural course of events.

You might want to take the Lighter with you when you leave Sherry's room, it'll come in handy very soon. First things first: You'll need to get some power flowing.

The Main Fuse: The East Area

274. In the area outside the docked elevator, one halfway terminates at an inactive elevator, while another leads to a door.



275. Through the door, you'll enter a hub area. On the floor of the small, hub-like room is a giant fixture where you must set the lab's Main Fuse in order to access all the lab areas.





276. Of the side-byside exit avenues. choose the one on Claire's left, and follow the walkway to the door beyond, which leads to the East Area.

277. Inside, you'll find that the hallway turns left. On the right at that point is a switch in need of electrical power, while right in front of you is a card door in the same predicament.

278. Making the left turn in the hallway, you'll come to an icy portal.





279. Go inside. In the icy room, buttonhook around to Claire's right. There's First Aid Spray atop a barrel on Claire's left, and, a little further along that same wall, a Fuse Case on a cart.

WALKTHROUGH





280. Take the Fuse Case to the apparatus on the opposite side of the aisle, and use it to construct the lab's Main Fuse.



281. Take the Main Fuse back to the hub room, and use it at the fixture there to restore power to the lab.

The West Area

282. In the West Area you'll find two difficult tests in terms of combat, so you may want to go and save the game before venturing in that direction. Expect plenty of Zombie resistance back in the direction of the room where you



of the room where you left Sherry.



283. Through the door at the end of the other walkway, follow the hallway to Claire's right, where you'll find two identical doors.

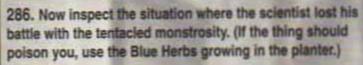
284. Through the one on Claire's right-the one on the left is locked—is a grisly scene: A scientist laid low by some kind of tentacled monstrosity, which is currently flailing about in a vent shaft. Ignore it for the



285. If you check the computer, you'll find the Lab Security Manual, and, if you check it again, you'll discover it controls the "Anti-B.O.W. Gas Sprinkler." Turn it on.

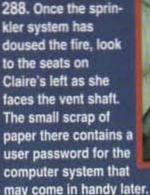


moment, and grab the Bow Bolts from the locker to the right of the computer terminal.





287. The scientist managed to pour oil all over the place before his demise, and that's lucky for you. Use the Lighter-or, if you left it behind, perhaps a Flame Round-to ignite the fuel, and the tentacles burn.







289. Ready that Shotgun, and search the area in front of the vent shaft. In you go.

Kill the Lickers, Collect Valuable Prizes

290. Down the vent shaft, take a couple of cautious steps forward. There's a pair of Lickers in the small room, and you'd really like to get them in view before they close the gap. When the Lickers have been lit, check the lockers for two batches of Grenade Rounds.



291. Claim the lnk Ribbons off the desk area and unlock the door, which exits back out into the West Area hallway.

292. This is a good place to save the game, though ultimately you want to return to this hall, and activate the switch on the wall that opens the shuttered door nearby. Expect serious Zombie trouble if you decide to backtrack to Sherry's room.

SIALRES WALKIHROUGH

Don't Get Planted

293. When you throw the switch that opens that large shutter door, a pair of gigantic lvy take exception to your arrival.





294. Whip out that Grenade Launcher, and keep one eye on your health while you dispense a few Flame Rounds. The Ivy have an incredibly toxic venom, which

they can spit an impressive distance. You'll find the Flame Rounds make an exceptional defoliant.

Once the plants are sufficiently wilted, sprint on past them.

295. Through the door beyond, you'll have one more stalk to snuff before you can collect the Green Herb nearby, and take the ladder leading down from the landing.

Licker Trouble near the M.O. Door



296. Through the door off of the lower landing, proceed with caution in the hallway.

297. About the time you notice one Licker lurking in the open area ahead, another drops down through the ceiling. Rid the area of the creeping freaks—three in all—and reward yourself with the nearby stash of Green Herbs if needed.



298. The door on Claire's right as you advance is the M.O. door, which requires the M.O. Disk to open it. 299. That's the exit to the lab, for reference sake. Continue down the hallway, and enter the door at the end of the passage.



Sore Near the M.O. Door

300. The large semicircular room past the M.O. door makes for a convenient save point—both now and at the very end of the game. Before you save the first time, put the Weapon Box Key in your inventory.



There's also a map of the lab available to the right of the exit door—search the desk area near the bank of monitors.

The Lab Card Key

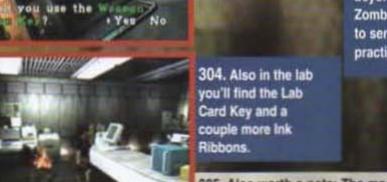
301. Exiting the semicircular room into the hallway beyond, hang a left at the intersection, and check the door in that direction.





302. In the small antechamber, use the Weapon Box Key on the locker, and claim the Grenade Rounds.

303. In the small adjacent chamber and the large lab area beyond, several Zombies are waiting to serve as target practice.





305. Also worth a note: The machine you'll need to produce the Vaccine for Sherry is in one corner of the room, directly ahead of you and on Claire's right as you came into the lab. Once you've got the goods, head back to the large hallway outside, all set to explore the avenue opposite the lab entrance.

The Countdown

306. When you exit back into the hallway, Sherry's mom is waiting.



307. Unfortunately for her, big (ugly) daddy is hot on her heels. Mortally wounded, Annette gives up the secret to the Vaccine as she gives up the ghost.



The Mother of All Moths



308. Past the short stretch of hallway clogged with some sort of larvae is a door requiring the Lab Key Card.

309. Inside is a monstrously big moth. Deal with him appropriately.



ALKET WARALKTHROUGH



310. Beyond the area where the moth was hanging is a computer terminal where you can register as a Guest on the lab system as soon as you've cleared away the larvae. As it turns out, that doesn't matter much to Claire.



Chat with Leon



311. When you head back through the semicircular save area, Claire spots Leon on one of the monitors.



312. She tells him she's got some business to take care of-mainly the Vaccine—and asks Leon to go grab Sherry. Leon, being the good cop, complies. Now head back upstairs to the East Area and the card-locked door there.



313. You can expect plenty more resistance from Lickers and gigantic ivy along the way, so certainly save your game in that semicircular chamber before making the trip.

The Fingerprint Identification Door



314. Back in the East Area on the upper level, throw the switch on the wall.



315. A lock requiring a fingerprint identification is revealed, next to a large portal. Unfortunately, Claire can only register once, and she'd need help to enter the area beyond. Blow it off.

The M.O. Disk



316. Also in that East Area is a more reasonable goal: a door that also requires the Lab Card Key for access. Inside is a host of Zombies and several other items of importance.



317. On the cot to Claire's right as she enters is the Vaccine Cartridge she needs, as well as another bunch of Grenade Rounds.



318. To the left of the machinery in the adjacent area, there's a light switch on the wall.



319. Once the area is lit, you'll spot the M.O. Disk on a small surgical cart. Place the Vaccine Cartridge into the panel near the large circular machine.

LAURES WALKTHROUGH



320. To create the Base Vaccine, you must then turn on the machine via the large wall panel, to the left of where the M.O. Disk sits on the surgical cart.





321. Grab the M.O. Disk, and the completed Base Vaccine, and head back to the lower level. To complete the Vaccine, you have to stick the Base Vaccine in another machine in the large lab on the lower level.

There are Zombies aplenty in the hallway near the M.O. door, and you might as well put the M.O. Disk in the reader en route to the lab.







322. Back in the lab, place the Base Vaccine in the machine in the corner and then take the completed Vaccine. Save the game on your way back to the M.O. door.

323. This is the final battle, so take everything you need for that purpose—big guns, serious ammo, and plenty of health items.

The Final Showdown



324. When you enter the room at the end of the hallway beyond the M.O. door, the countdown begins for real: five minutes to go before the lab goes bang.



325. Don't waste time: there's nothing to do in the large chamber but summon the elevator, and the hallway seals behind you, so there's no going back.



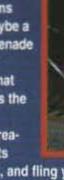
326. When you press the button to call for the elevator, William (G-III) himself comes calling instead.



327. We recommend the Submachine

Gun for the initial confrontation. Then, after the beast transforms itself into G-IV, maybe a few well-placed Grenade Rounds, Whatever you've got left in that bag of tricks, now's the time to use it.

Expect the creature to get you in its jaws at some point, and fling you like an unwanted toy. Check your health when you regain your feet, and continue your assault.



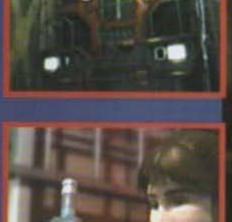




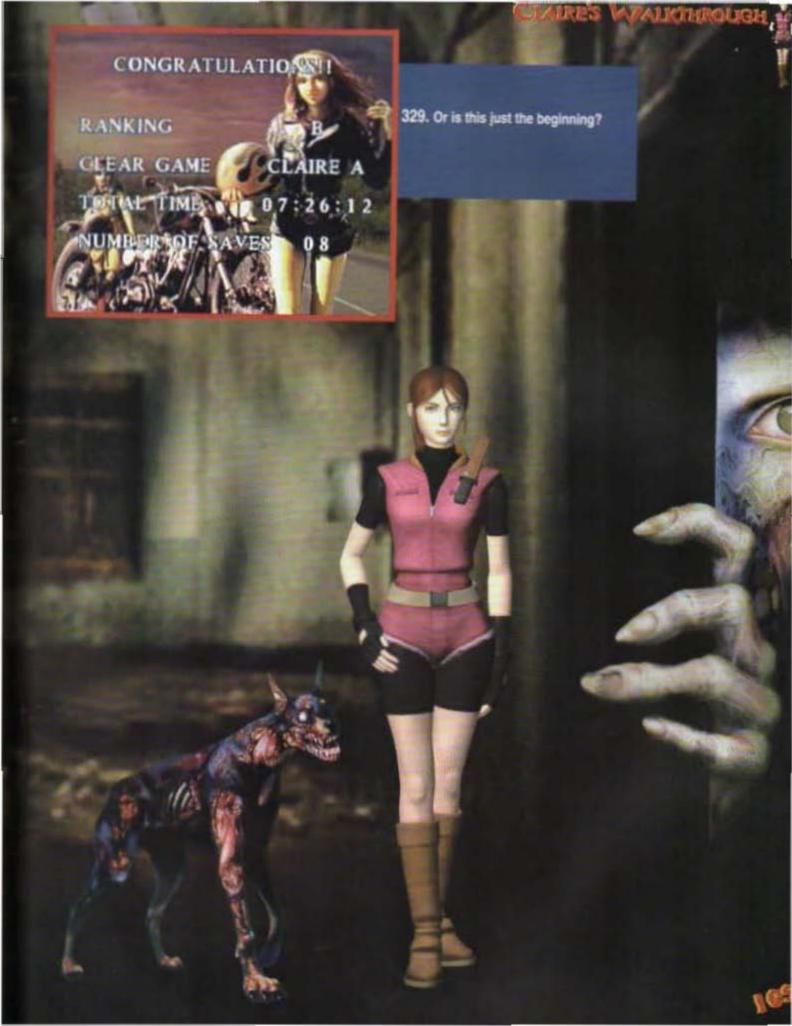
Try not to get caught in a corner, and check your health whenever the boss scores a hit.



328. When William (G-IV) finally succumbs. ride the elevator up, and follow the hallways to the departing train: Claire will administer the Vaccine to Sherry once she's onboard, Mission. accomplished.







Adventure B Notes

After you've stomped a load of G-virus monstrosities as either Leon or Claire, the escape train rolls off to a destination unknown.

But wait—just what was Leon up to while Claire was busy wreaking havoc, and vice versa? Did you ever wonder why Leon didn't stop Sherry when she ran through that room on the second floor? What about the time Leon appeared on the monitor when Claire was deep in the lab? Just exactly where was he?

You'll find that if you beat the game playing as either Leon or Claire and let the credits roll, you'll be graded on your work And then you'll be given the chance to save the game again.

Do so, and, if you were playing as Claire, the file that gets saved is a Leon file. The reverse is also true: after watching the credits, you can save a completed Leon game as a Claire file. Swap disks, and the nightmare begins again. This time, you'll get to see the whole story, from the opposite point of view.

This time the story includes a dramatic conclusion that doesn't end when the train pulls away from the station. Of course, you're relatively familiar with the landscape, with only a few exceptions, the maps are entirely the same in the "Scenario B" games as they were in the "Scenario A" games. What changes, of course, is item placement, and the way you access each subsequent area.

This section contains the new set of maps for each of the B scenarios, and

we'll even go so far as to point you in the right direction from place to place. Past that, you know the drill: Kill, or be undead. Tip

A Rough Beginning Just surviving through the

first part of Leon B is a major accomplishment. Run past trouble when you can, and use Green Herbs instead of Bullets to help you get a foothold in the game, and still have some ammo to throw around. Remember: You can't kill the Tyrant. Don't let him suck up all your Shotgun Shells. You'll find four or five Magnum shots are the quickest way to put him down for the count, temporarily.

Tip

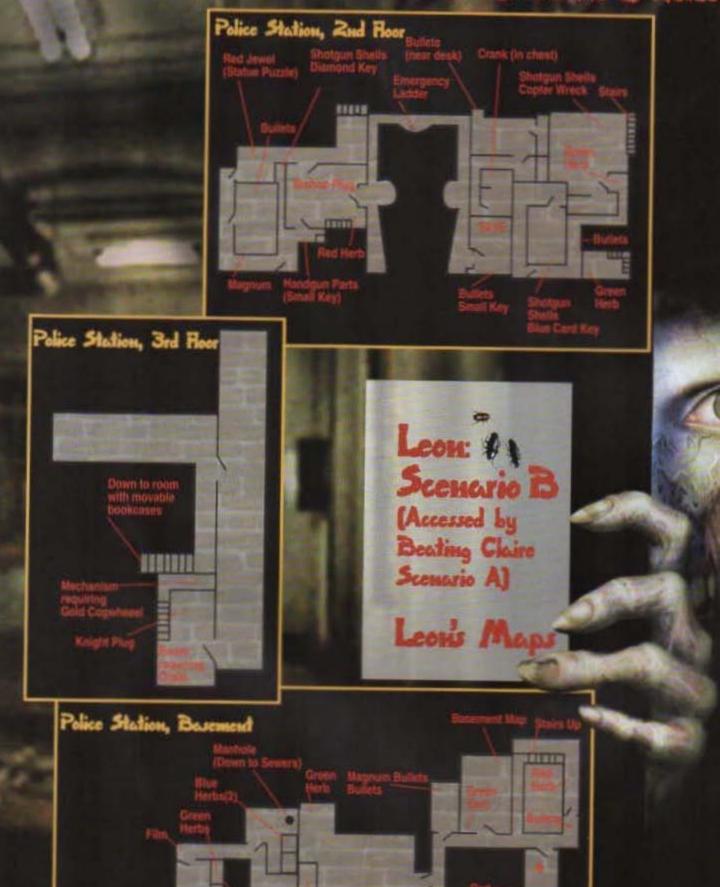
The Tyran

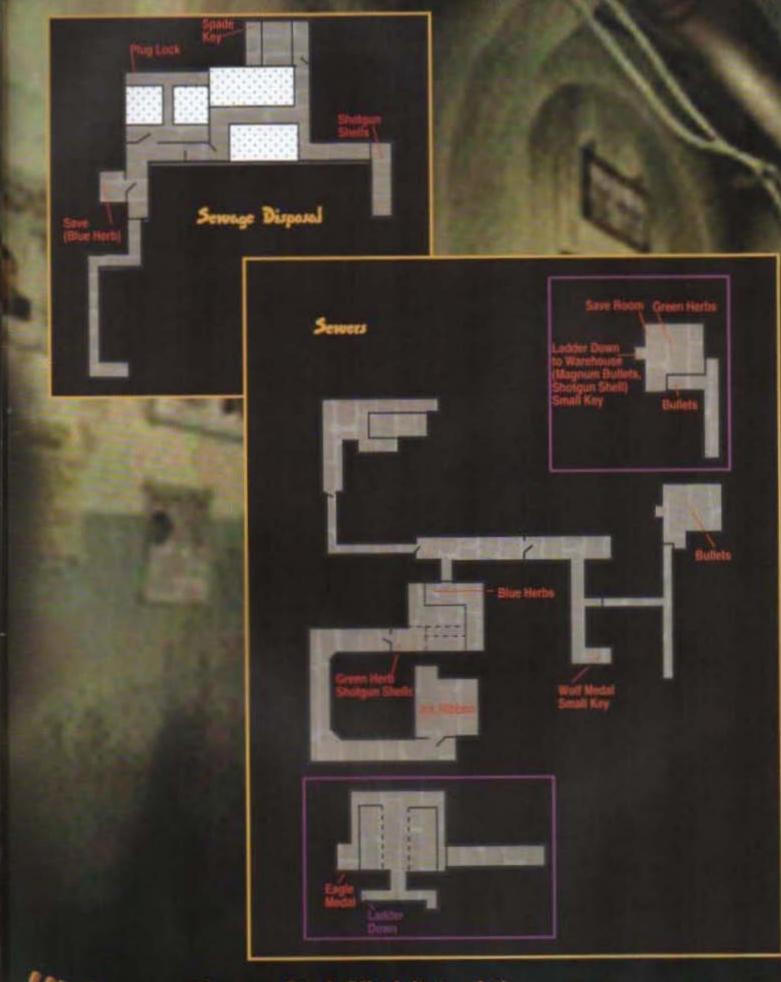
He's big. Whatever it is that the boys

back at the lab cooked up to mess with you in the Scenario B adventures, know this: He can't be killed. If you can run around him, and escape through a door, do so.

If not, opt for heavy fire power: you need to knock him down quickly, and then you need to run. You'll get your chance at payback, but not until the final showdown.



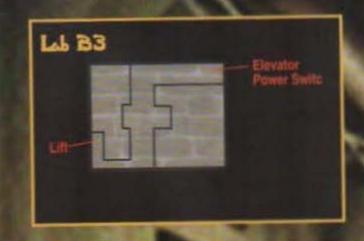


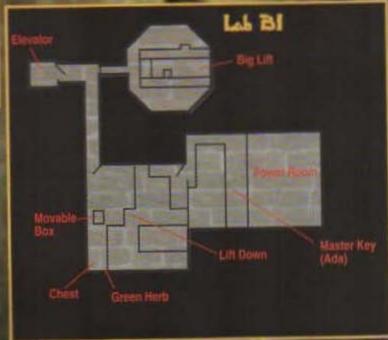


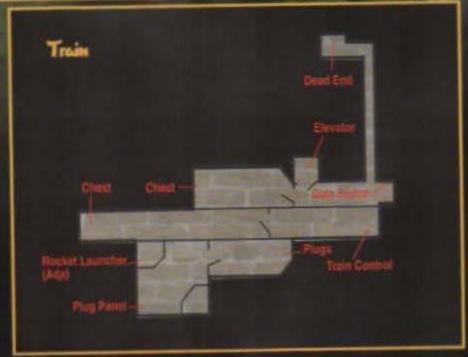
POARDERE 12 MOUEZ Abandoned Factory Upper Lab











Leon's Walkthrough

As Claire makes for the front of the Police Station, Leon angles for the back, toward the parking garage. If you haven't played Leon A yet, realize that he has a big puzzle to solve, just as Claire does. Whereas Claire's was the Stones, Leon's is the Plugs, but you'll find them in the same spots. To escape into the sewers, Leon must insert all four Plugs into a lock in the Sewage Disposal level. Here are some observations along the critical path, from city streets to the final showdown and the crowning jewel of the game—the train ride.



- I Dodge through the Zombies, and look for a door on the right where the street dead ends. Inside the door, check the small structure on the right for the Cabin Key. The cabin is the door on the other side of the area (to the left as you came in from the street).
- From the sight of the chopper crash, enter the door and storm through the Crows.

 Take the door on the left in that hallway, the one that goes out to the patio.
- Exit into the hallway toward the lobby from the large office. There's a big crowd in the hallway, but you need to shake them off and get through that door to the left, and into the lobby.



In the large office downstairs from the patio, look to the left as you come in, and grab the Valve Handle off the shelf. The combination of the safe is still the same: 2236.



in the lobby, grab the Shotgun from near the Typewriter, then head back the way you came to apply the Valve Handle near the chopper wreck. Take as many Green Herbs as you can carry along the way.

- 6 Avoid the Tyrant if at all possible, and be ready for serious Licker trouble in the hallway which faces the room that becomes accessible with the fire put out.
- 7 When you take the Blue Card Key from the room with Tyranus, a Licker drops through the ceiling.
- 8 The Unicorn Medal is mounted in the wall at the far end of the second floor walkway above the lobby. Use the Emergency Ladder to go down and put it in the statue.
- There's only one Spade Key Door: the one where you found the Crank in the first game. Inside is nothing but a can of First Aid Spray, though that may certainly come in handy after the latest Zambia.

the latest Zombie gauntlet.

I Watch for the Zombies that will

crash through the window near the door to the fireplace room.

Past the S.T.A.R.S. office, Sherry runs from Leon, escaping through a small hole in the wall. As she leaves, she drops the Diamond Key.

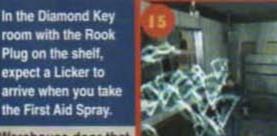


Take the stairs near the Dark Room when you go back to the Diamond Key door. The undead are suddenly out in force.

- 13 So that's what happened to Sherry's necklace. Have Ada solve the box puzzle to get the Club Key.
- Once Claire blows open the route to the Chief's office, check the small gold chest in the room where Claire and Sherry meet to find the Crank. And watch out for the Tyrant.
- Room, the Tyrant crashes through the wall. When you run out into the hallway to get away, he crashes through the wall in front of you there, as well.

17 Use the Magnum on the pipe-wielding guy near the Plug Lock.

18 The Small Key near the Wolf Medal goes in the locked Warehouse door that Claire picked previously.



Por Leon and Ada to take the SkyTram ride, he has to ride a small elevator down to an unfamiliar area, and follow the path. When you take the Control Panel Key, check the monitor to the left—say! Is that ...? It is! The Tyrant.

≥I The big Elevator Key is already in place in the control panel nearby. Try the Automatic (modified) Handgun on the elevator monster: rapid rate of fire is what you need.

23 The switch to turn on the elevator is on the B3 level of the lab.



Leon can also
gain access to
his own unique
Warehouse area
by pushing aside
a bookcase near
the sewers.

- Scenario B, and open up the door that requires two users for access. Inside is a trio of Lickers, and the Submachine Gun.
- 25 The Power Room Key is in the same room as the machine which Claire used to complete the Vaccine for Sherry. Expect Annette to show up when you backtrack.
- The Power Room is on the B2 level of the lab. To access it, you have to push the movable box onto the elevator on the B1 level, and then maneuver the box through the narrow walkway so that you can stand on a taller box at the walkway's end.
- 27 Inside the Power Room, Ada and the Tyrant do battle with mixed results. Ada drops the Master Key.
- The Master Key opens the room where Sherry is sleeping. Also, use the Master Key in the elevator to open the escape route. Ride the elevator down to the train.



The Platform Key is in the rear of the train. The countdown starts just inside the gate it opens. There's

another Chest in that area so that you can do some final configuring. Make sure that you have two open spaces in your inventory. Bring the Magnum. Bring health.

When you cross above the train, and come down the stairs, don't follow the arrow until you take the two electrical Plugs from the wall case nearby. You must take both Plugs, as they must be inserted into the control panel (in the direction of the arrow) simultaneously.

Equip the Magnum, insert the Plugs, and get ready to rumble. When the nowmutated Super Tyrant makes his appearance, pop him a few times with the Magnum, heal yourself, and pop him a few more times, but don't leave the area where you inserted the



Plugs. Evade him in the direction of the tall metal scaffolding, and Ada will make one last appearance. She'll toss down the Rocket Launcher. Game over. Or is it?



When the train is shaken, exit to the area between the cars, and then to the other car when the door seals behind you. Make your way toward the rear of the train, big gun at the ready. When the blob-

thing attacks, let it chew on that second Rocket, and then open fire with your weapon of choice. When the blob deflates, return to the car with Claire and Sherry. You've done all that you can do. The rest is up to—Sherry?

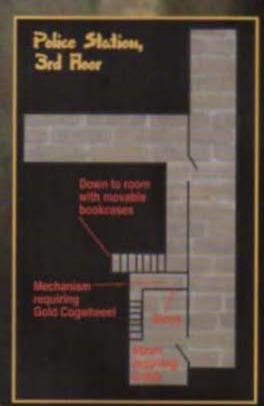
- On your way back to the train, make a quick stop at the Chest beneath the stairs. Grab the Submachine Gun, If you have it. Otherwise, hang onto that Rocket Launcher, bring whatever other big gun you can think of—Flamethrower, modified Shotgun, modified Magnum. You don't need health, just heavy artillery.
- 33 A switch near the front of the train, on the platform, must be thrown for the train to make its escape.
- 36 Get back to the train, start it up (you did remember to open the gate, didn't you?), and look sharp. You've got one last bigblob William (G-V) to deal with.

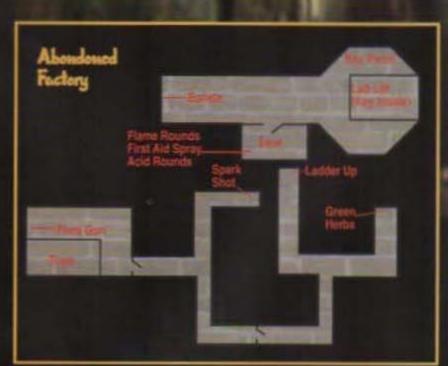
Claire: Scenario B (Accessed by Beating Leon Scenario A)

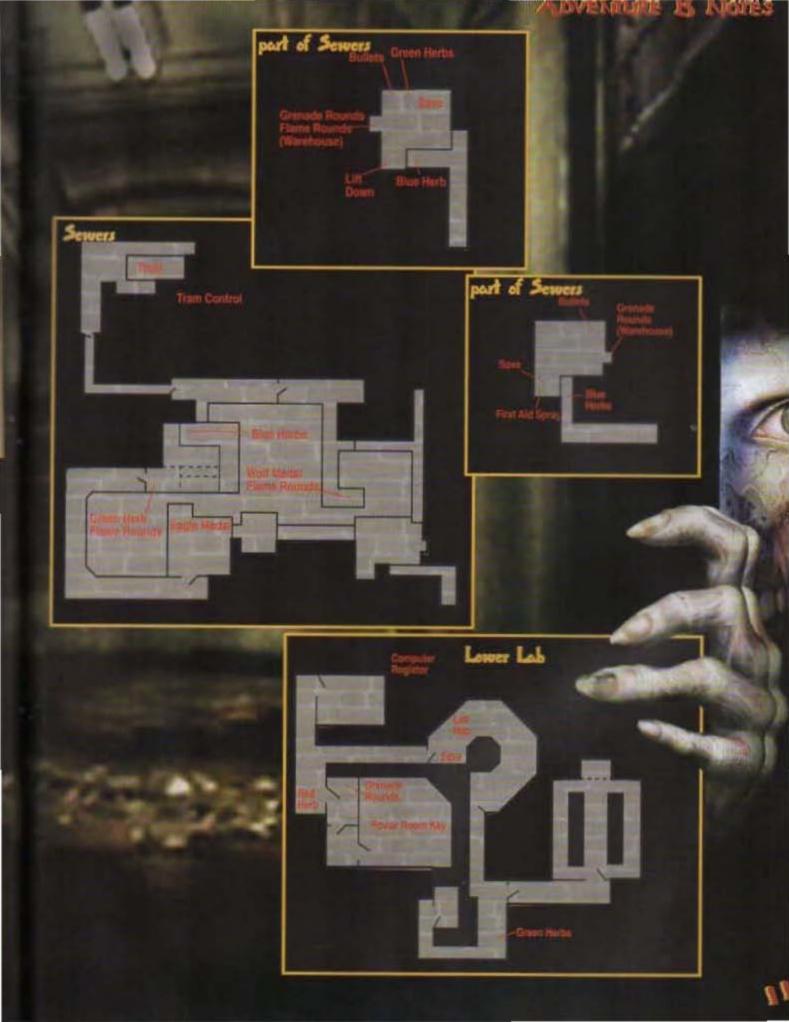
Clairés Maps

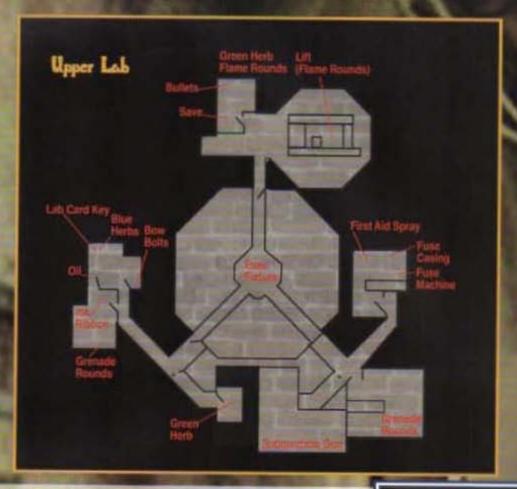












Claires Walkthrough



As Leon heads for the front of the Police Station, Claire angles for the back, toward the parking garage. If you haven't played Claire A yet, realize that she has a big puzzle to solve, just as Leon does. Whereas Leon's was the Plugs, Claire's is the Stones, but you'll find them in the same spots.

To escape into the sewers, Claire

must insert all of the Stones—one of which is broken in half so that there



A Rough Beginning

Just surviving through the first part of

Claire B is a major accomplishment. Run past trouble when you can, and use Green Herbs instead of Bullets to help you get a foothold in the game, and still have some ammo to throw around. Remember: You can't kill the Tyrant. Don't let him suck up all your Grenade ammo. Squeeze by him whenever possible, even if you get slapped around.

Dodge through the Zombies, and look for a door on the right where the street dead ends. Inside the door, check the small structure on the right for the Cabin Key. The cabin is the door on the other side of the



area (to the left as you came in from the street).

are four pieces total—into a panel in the Chief's office.
Claire accesses the office by blowing up part of the hall-way on the second floor; the panel is concealed by a picture behind the Chief's desk.

Here are some observations along the critical path, from city streets to the final showdown and the crowning jewel of the game—the train ride.

ADVENTURE B Notes

- From the sight of the chopper crash, enter the door and storm through the Crows. Take the door on the left in that hallway, the one that goes out to the patio.
- 3 In the large office downstairs from the patio, look to the left as you come in, and grab the Valve Handle off the shelf. The combination of the safe is still the same: 2236.
- Exit into the hallway toward the lobby from the large office. There's a big crowd in the hallway, but you need to shake them off and get through that door to the left, into the lobby.
- In the lobby, grab the Grenade Launcher from near the Typewriter, then head back the way you came to apply the Valve Handle near the chopper wreck. Take as many Green Herbs as you can carry along the way.



Avoid the Tyrant if at all possible; the narrow hallway isn't ideal for being evasive, but you can let him close in on you in the wide space near the door to the rooftop, and perhaps slip by him

there. If not, lob a few of those Acid Rounds.

- There's only one Spade Key Door—the one where you found the Crank in the first game. Atop the shelf, however, is the Lighter, which comes in handy because you're headed toward the room where you need to light a fire in the fireplace.
- Watch for the Zombies that crash through the window near the door to the fireplace room.



7 When you take the Blue Card Key from the

the ceiling.

room with Tyranus, a Licker drops through

The Unicorn Medal is mounted in the wall at the far end of the second floor walkway above the lobby. Use the Emergency Ladder to go down and put it in the statue.



In the S.T.A.R.S. office, Claire meets Leon. The Diamond Key is on the desk where the Unicorn Medal sits in the A adventures.

Through the Diamond Key Door at the bottom of the stairs—near the Dark Room—check the busted locker for the Plastic Bomb. The detonator is in the small office off the larger area that includes Leon's desk.

Combine the Plastic Bomb and the Detonator, and place them in the hallway near the chopper crash. Claire will automatically run for cover as the bomb detonates.



Once Claire blows open the route to the Chief's office, meet the Chief and then follow the halls on the opposite side of his office.





Once you meet Sherry in the small room—turn on the light switch to discover her—backtrack to the Chief's office. The Heart Key is on the Chief's desk after he leaves.

When Claire picks up the Club Key—and perhaps some Grenade Rounds— Leon calls to say that he (and Ada) have pushed aside the van in the parking garage.



Expect more Zombies in the office area near the safe when you go to apply the Heart Key. The hallway beyond is also crawling with undead. Getting down to the Sewage Disposal level and backing up again with the Spade Key is the sternest test Claire faces in the early stages of her B adventure.



Guide Sherry through the floating box puzzle to help her claim the Spade Key. Return to the area where she crawled through the vent to toss it to Claire.

- In the parking garage, expect serious doggie trouble, and still more perilous pooches in the hallway beyond the van door.

 On the shelf near Ben's cell, where Leon finds the Crowbar, Claire picks up Bow Bolts. There is no way for her to open the manhole that Leon went through, but the Crank is on the floor nearby in that same kennel area.
- In the Diamond Key room with the Stone on the shelf, expect the Licker to arrive when you take the First Aid Spray.
- When you get the Gold Cogwheel from the Club Key room, the Tyrant crashes through the wall. When you run out into the hallway to get away, he crashes through the wall in front of you there, as well.
- After you use the Gold Cogwheel and the Crank in the clock mechanism area, be on guard when you head back to the room with the movable bookcases. When you try the door on the third floor walkway, the Tyrant climbs over the railing right beside you, and corners you in the dead end area of the walkway.
- After you access the secret passage behind the Chief's desk, follow the hallway until you meet the Chief once again. When he gets pulled below, go and save the game: William (i) will be waiting on the catwalk below his secret chamber—your last challenge before leaving the Police Station proper. Hit him hard—Acid Rounds, perhaps—and he'll eventually drop over the side of the walkway.
- Down in the sewers, Claire meets Leon after he's been shot. If you pass by him in the hall and take the elevator up at the far end, you'll discover another save room. Push aside the locker bank there, and you can pilfer another Warehouse area, though you'll need the Lighter to ignite the oil lamps and find the goodies.
- 25 Don't worry too much about Sherry. When you go and summon the SkyTram, she'll arrive unharmed.
- After Claire tells Sherry to stay put in the room near the big elevator, go out to the elevator dock and ride the small platform down. Follow the path. When you take the Control Panel Key, check the monitor to the left: Say! Is that ...? It is! The Tyrant.

- The switch to turn on the elevator is on the B3 level of the lab.
- if you had Leon register his fingerprint in the Leon Scenario A, you can have Claire come along in her Scenario B, and open up the door that requires two users for access. Inside is Licker trouble, and the Submachine Gun.
- The Power Room Key is in the same room where Leon finds the Lab Card Key in his A adventure—the large lower lab area. En route, you'll meet Annette in the semicircular room with the monitors, and she'll spy Sherry being threatened by the Tyrant he leaps to the wall of the elevator shaft, and disappears. in the Power Room.



The big Elevator Key is already in place in the control panel nearby. Bring whatever major ammo you're still clinging to for the elevator trip; the big monster there takes a ton of damage before

- 31 The Power Room is on the B2 level of the lab. To access it, you have to push the movable box onto the elevator on the B1 level, and then maneuver the box through the narrow walkway so that you can stand on a taller box at the walkway's end.
- Inside the Power Room, Claire takes Sherry's pendant—which holds the G-virus sample—and the Tyrant chases it to his apparent demise.

To find the Master Key, backtrack to the central lab room where you insert the Main Fuse. Annette drops the key.



- The Master Key goes in a panel inside the elevator. and opens the escape route. Ride the elevator down to the train.
- The Platform Key is in the rear of the train. The countdown starts just inside the gate it opens. There's another Chest in that area so that you can do some final configuring. Make sure that you have two open spaces in your inventory. Bring a load of rounds. Bring health,
- 36 When you cross above the train, and come down the stairs, don't follow the arrow until you take the two electrical Plugs from the wall case nearby. You must take both Plugs, as they must be inserted into the control panel (in the direction of the arrow) simultaneously.
- Equip the Grenade Launcher, insert the Plugs, and get ready to rumble. When the nowmutated Super Tyrant makes his appearance, pop him a few times with the Launcher, heal yourself, and pop him a few more times, but don't leave the area where you inserted the Plugs. Evade him in the direction of the tall metal scaffolding, and Ada will make an appearance. She'll toss down the Rocket Launcher. You lose, Big Guy.



When the train is shaken, exit to the area between the cars. and then exit to the other car when the door seals behind you. Make your way toward the rear of the train,

big gun at the ready. When the blob-thing attacks, let it chew on that second Rocket, and then open fire with your weapon of choice. When the blob deflates, return to the car with Claire and Sherry. You've done all that you can do. The rest is up to ... Sherry?

- 38 On your way back to the train, make a quick stop at the Chest beneath the stairs. Grab the Submachine Gun, if you have it. Otherwise, hang onto that Rocket Launcher and your trusty Grenade Launcher. You don't need health, just heavy artillery.
- 39 A switch near the front of the train, on the platform, must be thrown for the train to make its escape.
- Back in the train, start it up (you did remember to open the gate, didn't you?) and look sharp. You've got one last big-blob of William (G-V) to deal with.

Alligator &



This large reptilian predator is only seen at one point in the game, and that is just past the point where you use the Valve Handle to lower the bridge in the sewer area.

You enter a large metallic hallway, and at the end is a huge door to an open junkyard area. However, before you can venture into that area, this behemoth lunges out of the water at you and begins chasing you down the hall. Near the beginning of the hall, on the wall, is a canister that you can release in case of emergency. Run to it and release it, then wait behind it as the Alligator grabs it in his mouth. One or two shots from your Handgun and the canister explodes, taking the Alligator's head with it.



Crows

The flying enemies in the game are not too much trouble—especially since they can be avoided completely. The Crows in the hallway before the crashed helicopter site will break through the window as you round the corner and attack you in much the same way as they did in the first game. This shouldn't be a problem for you though, as

they're fairly easy to avoid. Simply hurry through this area and continue on your adventure. If these creatures do attack you, the Knife should take care of them nicely.

G Imago/G Larva



This is the first boss you fight in the game in Adventure A. He appears at the end of the Police Station section just before you get ready to go to the sewers, but in different locations depending on whom you are using.

His attacks consist of spitting out deadly slime at you and mixing in powerful slashes.

As if that isn't enough, he constantly drops little G Larva out of his mouth that swarm and attack you. After approximately 20 Handgun



shots, he will finally die and melt away into the floor. After which several more of his larva will move in and try and attack you. Step on them and move on.

Giant Spider/Baby Spider



Arachnophobia time! These huge Spiders are very fast, but not too strong. They aren't too prevalent in the game, but you have to be careful when you encounter them because they can attack from any wall, as well as the ground, with high-speed lunges and poison



sprays. Even after you kill them, their poison may do you in if you aren't careful.

If you do have to fight one or two, you'll find that they take up to 10 Handgun
shots to defeat and are replaced by Baby Spiders. Simply step on them. The

best thing to do against the Giant Spider is to run and not bother wasting precious ammo on them.

lvy



The Ivy appear in the lab area and are not your gardenvariety Ivy. Once they see you, they move slowly toward you, launching poisonous gases. Then, in close, they grab hold of you and smother you in toxic spray. They take about two Grenade or Magnum shots to kill, but the kicker is the poison they leave you with. Make sure you have a Blue Herb handy!



Large Roach

These foes can be found when Ada climbs into the airshift after William's wife. If you don't dawdie here, you'll easily be able to run past them before they can strike.

Licker



New to Resident Evil 2, these enemies are probably the most annoying enemies in the game. Your first encounter with a Licker takes place in the hall near the first Spade Key Door. They attack in a similar fashion to the Hunters of Resident Evil—using low claw swipes and leaping head slashes. They also can attack you with their long and powerful tongue, which has the power to kill you in one hit if you aren't careful!

Both fast and deadly, the best thing to do against these guys is nail them quickly with the most powerful weapon

you hold. Unfortunately, you face them early in the game, when you don't possess the most powerful weapons yet, so be careful!

Moth Giant/Baby Moth

This pesky critter appears in the lab area's user registration room. After you shoot him off the nest, he attacks you—with a mix of crawling, hopping, and flying—by leeching onto your face and chewing on it. He's pretty strong, and it'll take several Grenade Rounds to kill him. Once you've eliminated him,

you can step on the Baby Moths on the floor and shoot the ones on the computer before using it.





Tyrant/Super Tyrant



This annoying character confronts you throughout Adventure B. As you make your way to the hall of Crows, he'll drop in from the sky via helicopter and assume his mission to hunt you down. He's extremely powerful but slow, and it will take at least 20 Handgun shots to temporarily render him powerless.

He'll reappear to haunt you several more times in the game, and even in the hidden levels of Tofu and Hunk. When he appears in



the train area, he will have transformed into the Super Tyrant. Luckily, an ally from the shadows drops a Rocket Launcher to help dispose of him. You don't know when he might appear, so save often just in case—that is, if you have enough link Ribbons!

William/G-I/G-II/G-III/G-IV/G-V



Of course, the last boss in the game is naturally the strongest enemy. You catch glimpses of him throughout your adventure as he kills characters off; however, you actually don't fight until you ride the elevator down to the lab toward the end. He possesses five different forms. In Adventure B, you face him in the



MONSTER LANEX



room in the sewers where you apply the Plugs to unlock the door. The first time you face him he'll attack you much like Tyrant from Resident Evil—with sweeping slashes from his long, clawed arm. He has a very high stamina, so bring along many healing agents. After many shots from the Bowgun or even the Grenade Launcher, he'll finally collapse.

You won't fight him again (though you'll see him several times) until the end of the game, as you're about to evacuate the lab. He appears in a much more mutated form and moves in for the kill. He still attacks in the same man-

ner, but is much stronger. After several more shots from the most powerful gun you have, he'll collapse and mutate into a dog-like, large-mouthed freak and begin bouncing around the room after you. Once you finish him off again, you can evacuate the lab. But is that the last of William? Well, you'll just have to complete both adventures to find out!

Zombie

The Zombie is the most common enemy in the game, ruling most of the gameplay areas for the majority of the adventure. These characters come in many colors and appearances, but they're all essentially the same—slow-moving nuisances. The Zombies mostly remain motionless until you get close enough. Once you're in range, they creep toward you at varying speeds from slow to moderate and will do everything they can to take a bite out of you. They also can be found on the ground posing as corpses so be careful. If you're good with the Knife, this is probably a good option to preserve ammo for tougher enemies. Otherwise, a multi-round volley from the Handgun should take care of them.

Zombie Dogs

The undead dogs of Raccoon City are just as vicious as they were in the original Resident Evil.

Once they catch sight of you, they'll hound you until they can get a hold of your neck. The prob-

lem with these guys is that they are quick. Their lunging attacks are deadly and evasive, making it hard to get a clean shot.

The best way to take them out is from a distance with the Handgun.
This will hurt your foes, as well as stun them for a second. Then move forward, aim down, and let them have it while they recuperate. After about four or five hits, they won't bother you again.



Rem and Weapon Index

This index lists the items and weapons you'll encounter in the course of your adventures.

Hems



Acid Rounds: Grenade Launcher ammo. (C)









- (1) Bishop Plug (2) King Plug (3) Knight Plug
- (4) Rook Plug: Four plugs that open the door to the Sewers. (L)



Blue Card Key: Opens two doors in the Police Station.





Blue Stones A & B: Combine to form the Jaguar Stone. (C)



Bowgun Bolts: Standard Bowgun ammo.



NOTE (C) = Claire's Game (L) = Leon's Game

No (C) or (L) applies to both -Claire and Leon

C Panel Key: Activates the elevator to the lab area.



Cabin Key: Opens the cabin door in the Police Station.



Chris's Diary: Details Chris's concerns about Umbrella Incorporated.



Chief's Diary: Details the Chief's involvement with Umbrella Incorporated.



Club Key: Opens doors that have a club engraving.



The Colt S.A.A. holds six shots and is nearly as powerful as the Magnum. Use it in situations with multiple Zombies to take them out in a hurry. (See Game Secrets to find this gun.

DEM MAD WEAPON INDEX



Cord: Restores power to the window shutters.





Films A, B, & C: Displays shots of various elements of



7_

Grank: Lowers the wooden staircase in the attic of the Police Station.



the game.

Fuse Case: Builds the Main Fuse when placed into the apparatus in the icy chamber.



Desk Key: Opens locked desks.(L)



Gatling Gun: Found in Extreme Battle Mode, the Gatling Gun is a high-speed, high-powered machine gun that will mow down anything in sight. Armed with this and unlimited ammo, you will be able to keep any enemy at bay.



Detonator: Used to activate the Plastic Bomb at the hellcopter crash site, (C)



Gold Cogwheel: Loads into the clock to reveal a secret panel.



Diamond Key: Opens doors that have a diamond engraving.(C)



G Rounds: Grenade Launcher ammo. (C)





Eagle Medal/Wolf Medal: Two medals needed to turn off the waterfall in the Sewers.



G-virus: The deadly, Zombie-creating chemical.





H Gun Bullets: Handgun ammo.



(1) Eagle Stone (2) Jaguar Stone (3) Serpent Stone: Three stones needed to open the Chief's office. (C)



Heart Key: Opens doors that have a heart engraving. (C)



Ink Ribbon: Allows you to save a game at any Typewriter.



Mail To Chief: Evidence linking the Chief to Umbrella Incorporated.



Internal Investigation Report:
Details Chris's investigation of the
Chief.



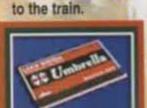
Main Fuse: Used to supply power to the lab.





Joint N Plug/Joint S Plug: Used to supply power

Manhole Opener: Used to open the manhole leading to the Sewers. (L)



Lab Card Key: Opens locked card key doors of the lab.



M Bullets: Magnum ammo.



Laboratory Security Manual: Details lab safety procedures.



M.O. Disk: Unlocks the M.O. door.



Leon Memo: A personal note to Leon. (L)



Operation Report 1: Details an attack on the RCPD by Zombles.



Lighter: Used to light the fireplace and oil in the lab.



Operation Report 2: Details another attack by Zombies.



Patrol Report: Police report of suspicious activity.



P-Epsilon Report: Details of the P-Epsilon gas.



Sewer Manager's Diary: Notes from the Sewer Manager.



Plastic Bomb: Used with the Detonator to blow up the debris at the Helicopter crash site. (C)



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Sewer Manager's Fax: Working orders for the Sewer Manager.



Platform Key: Opens the gate on the train platform.



Shotgun Shells: Shotgun Ammo



Police Memo: Details office information in the RCPD.



Spade Key: Opens doors that have a spade engraving. (C)



Red Jewel(2): Opens a secret panel of the Tyranus statue in the Police Station.



Unicorn Medal: Put in the Police Station fountain to find the Spade Key.



Red Key Card: Opens the Weapons Storage Room.



User Registration: Temporary
User Registration
information.



Secretary's Diary A: Notes from the office secretary.



Vaccine: Used to cure G-virus infection in Sherry.



Secretary's Diary B: More notes from the office secretary.





Vaccine Base/Vaccine Cart: Items needed to make the Vaccine.



Vaccine Synthesis Instructions: Steps for preparing the Vaccine.



Watchman's Diary: Notes from the Watchman.



Valve Handle: Turns on the water main located on the roof of the Police Station and raises the bridge in the Sewers.



Weapon Box Key: Opens the locker in the laboratory that holds the Magnum Parts(L) and Acid Rounds(C).

Weapons

Leon and Claire use identical healing and fighting tactics. Their arsenals, however, differ widely. So, playing either of the characters is a unique experience when it comes to combat situations.

Leon, in general, has an easier time when it comes to combat. His weapons are effective to begin with, and each is upgradable to a weapon that boasts truly impressive damage potential.

Claire kicks butt, but her primary weapon is the Grenade Launcher and not upgradeable, as are Leon's. Her destructive nuance comes from the different types of shells she finds to load into it. It's not as if Claire is always getting chewed on for lack of a good weapon, by any means, but her options seem a bit more limited than Leon's.

Leon's Arsenal

Even after you come across the Side Pack and add some space to your inventory. Leon's weapons are too numerous to carry all at once. This is not a

problem early in the game, but it certainly becomes one later on.
Initially, opt for the Handgun, Shotgun, and the modified version
of the Shotgun. Toward the end of the game, you'll find a set of
parts that will allow you to upgrade the Magnum. If you still
have most of your Magnum Bullets at that point, there's very
little that can slow Leon down, much less get close enough
to hurt him.



A Note on Upgrading

If at all possible, only upgrade Leon's weapon (by combining parts with another existing weapon) when it is low on ammo. The act of Combining will fill the chamber of the newly created weapon.

Leon's Handgun (Upgradable)

The Handgun Leon begins with is a decent enough weapon, but don't get backed into a corner if that's all you've got going for you. If you come into a room and can hear trouble, step forward to see what's going on. That'll give you enough space to fall back if need be and, hopefully, enough time to take care of business.



■技術的監察技術 を支持などのが、日本的を大





Shotgun (Upgradable)

To use Leon's Shotgun most effectively, you should try to gather foes—particularly Zombies—into a large group, and then blast away. Using the Shotgun on single enemies isn't prudent, except in the case of the Licker or other boss monsters.

Magnum (Upgradable)

Like we said earlier: Try and save those Magnum Bullets for the later stages of the game. Once you upgrade the Magnum, it becomes a force that few monsters can withstand. If you can line up several targets, the results are truly gruesome.







Planethrower

You won't find the Flamethrower until the Lab levels of the game, but that's not such a bad deal. Use it to burn the large lvy and to toast the game's ending boss.

Claires Arsenal

Though not as varied as Leon's, Claire's arsenal is nonetheless formidable. Her primary weapon, the Grenade Launcher, is her most common tool of mass destruction, and it comes with a variety of shells. You can switch shell types while there are still rounds in the launcher by Combining. Any unused shells will be cycled into the inventory for later use.



Claires Handgun

Claire's Handgun has a little more of a kick than Leon's, but it doesn't hold quite as much ammo. Be mindful of this when attacking large groups of Zombies: you're going to want to manually reload more often.



Let it Bleed

Most of the foes you encounter in

Resident Evil 2 fall during your initial assault only to rise again. Wait until you see a pool of blood spread from the fallen foe, or else it might grab your leg as you pass by or claw your back when some other menace gets your attention.



Serveria

The Bowgun is Claire's first addition to her arsenal, and it's a formidable weapon. Unfortunately, it has nothing akin to "blast radius" damage, and foes have to be relatively

close for all of the bolts—which fire three at a time—to hit the mark. Of course, if your foes are side-by-side, the scatter of the bolts can be a good thing.





Grenade Launcher

The Grenade Launcher—located in the cabinet in the S.T.A.R.S. office—is the weapon that Claire uses through the majority of the adventure, and she uses three types of Grenade Rounds to help her take care of business: Grenade Rounds, Flame Rounds, and Acid Rounds. Grenade Rounds are standard explosive shells. Flame and Acid Rounds rack up

damage by causing the target to burn after it's hit. As with the Bowgun, the Grenade Launcher is most useful when foes are attacking side by side. In that situation, you might slay several Zombies with a single blast.



Spark Shot

A high-powered electrical prod, the Spark Shot is an effective weapon with a somewhat limited range. You'll find that monsters need to be relatively close to Claire before you can give them a shock. It's also possible for a monster to be too close for Claire to effectively deliver the blast.

Сомимон

Weapous



Combat Knife

This is the standard issue survival knife of the Raccoon City Police. It's not much good against anything except flying enemies and the occasional Zombie. Make sure to Equip the Knife if you're out of ammo!



Rocket Launcher

This is the ultimate weapon in the game, and rightfully so. Unfortunately, you'll only get it at the end of the game.



Submochine Gun

Both Leon and Claire have access to the Submachine Gun. Of the two adventurers, however, Claire needs it most. Leon, with his Flamethrower, can easily get through the game without the awesome destructive power of the Submachine

Gun. Claire is much more likely to need the weapon, though her Acid Rounds can take up the slack if she opts to leave it for her friend.

Genne Secrets Secret Adventures

in addition to the Leon and Claire variations in the game, there are some secret adventures you can earn as rewards for your outstanding efforts against evil.

Playing as Hunk

To access the special adventure featuring Hunk, you need only to finish one of the second scenarios with a rating of A. After you save the game to a memory slot, possibly earning some other reward in the process, you'll get the opportunity to save a Hunk file, which can be loaded from either disk.

What you'll find out—indeed, what you've probably found out already—is that surviving Hunk's mad dash to the rooftop area is no small accomplishment.





The good news is that it can be done with some very strict resource management. The bad news is that there's an element of luck involved; you can't get nailed by a cheap chew (or lick), and you really can't afford to get poisoned. Though you can cure poisoning with the two Mixed Herbs in Hunk's inventory, it's really much better, from a strategic standpoint, to use those herbs for their overall health benefits.

There are other ways to balance your ammo output and still reach the rooftop; the trick is to figure out what they are. Here's one that works. Good luck.

Hunler Run

in the first room, use your Magnum on the woman and hang a right onto the bridge. Stop and use your Magnum on the Zomble there. Cross the bridge and use your Handgun to knock down the two Zombles near the door. When they drop, exit to the hallway.

Use the Handgun to knock down the first Zombie in the direction of the sewer tunnel; then hug the left wall in that direction. Stop and wait for the two Zombies to begin to move. When the one nearest the entrance to the sewer steps forward, you can slip past him and descend into the sewers. In the sewer, take the corners wide and move from one side of the tunnel to the other to slip past the Spiders.

Next, go up the ladder and use the Handgun to kill the Zombie Dogs. Watch the ammo in your clip; it often takes more than one full clip—by a bullet or two—to pile up the pooches.



In the hallway outside the kennel, use your Magnum on the two flaming Zombies out of view to your right, and move into that area of the hall. Let the Spider follow you and run past. Be careful to avoid the prone body. At the corner, use the Handgun if the two Zombies are far enough away that you can get off four or five shots on the closest one before he lunges; otherwise, use your Shotgun—fire two quick blasts. Exit into the garage area.

In the garage are three mean doggles. Run forward about a step and a half, and then juke to Hunk's left to avoid the pack. You'll have to swerve back to Hunk's right to avoid the car ahead.

In the hallway beyond the garage, use your Handgun to drop the Crows. They have to be airborne for you to hit them efficiently. Be patient.

Up the stairs, switch over to the Magnum, and kill the dogs there with three shots.

In the hallway adjacent to the large office, use your Handgun to knock down the first Zombie; then enter the office and stop. Shoot the Zombie on Hunk's left until he falls, and advance in that direction just until the frame changes. You'll come across a Zombie. Shoot him until he falls, and run around the desk area hugging the left wail.

Next, switch to the Shotgun and enter the hallway beyond. Angle your first shot upward, and then take a step toward the lobby door. You'll see three Zombies that you'll have to use your Shotgun on in order to reach the lobby.

Pass through the lobby and enter the double doors. In the small room are a pair of Spiders that you don't want to kill: If you do, dozens of little spiders burst from the bodies. Very bad. Use the central podium as cover. Whichever side the first Glant Spider breaks to, take the other side; then slip past the one near the door.

In the hallway beyond the Spider room, get that Magnum out and angle your aim upward to blow the hidden Licker from the ceiling. Advance until you can see the corner and wait for another Licker to come around the bend. You need to run past him, but there's another Licker waiting further down the passage. Ideally, the first one will wander out into the corner of the passage, and you can run behind him. Change direction if need be to avoid following foes. It's tough, and you may get licked, but you should live.

In the narrow hallway beyond the three Lickers are two green plants. We like to soften them up with a couple of Magnum shots each, and then switch to the Handgun to finish them off.

DAVNE GECKETS

As soon as you come through the door in the following area, there are two red plants immediately on your left. Break right as soon as you enter, and move to the end of the hallway. Empty five Shotgun blasts on the foes, then switch over to the Handgun and finish them off before they can close in.

Up the stairs, the Tyrant is on patrol. Wait for him to come out into the wide upper landing area, and run past him down the hallway.

Through the door at the end of the hallway, three Zombies crawl amidst a pile of punks playing possum. If you let the crawlers come to you—and pop them with three shots apiece—you can then tiptoe through the remaining foes without alerting them.

Through the door at the end of the hallway, past the S.T.A.R.S. office, is the dreaded three-Licker room. The object here is to juke and run, but opinions vary on whether the initial feint should be left or right. Try left, and don't stop moving until you make it to the library door.

The library is blessedly empty. Pass through the double doors and hammer the red plants on the walkway from a safe distance—start off with two Magnum shots each, and then finish the flends with the Handgun.

Through the door at the far end of the walkway, you have to move fast. The room is packed with undead, and if you stand right in front of the door, they converge in sequence, making it very unlikely that you'll have a chance to even get a shot off. Run forward a couple steps, and let loose with the Shotgun. Aim high, and you can decapitate a few foes with one burst. Circle around the stumbling remains, and remove any resistance near the door. The object is to access the door, so don't go out of your way to pick a fight if you can make it to the portal safely. You're going to need some ammo for the home stretch.

in the small hailway that follows, use the Shotgun on the Zombie closest to you, then pivot to the right and blast the foes protecting the doorway. One last hallway to go before you reach the roof.

Yes, it's the Tyrant once again. In this narrow hallway, you have limited options. Of course, numero uno is to dump whatever ammo you have remaining, and hope you can knock him to his knees. More than likely, however, you're scrimping on refills, and that means you have to give him the old bum's rush. Try to get him to one side of the hallway, and then make a quick dodge to the opposite side. He's going to give you the old clothesline treatment, but all you have to do is live through it. When he recoils to deliver the merciless overhand smash, you'll have time (hopefully) to slip past him and make your break for the rooftop. Hunk survives ... but just barely.

A Big Hunk of ... Tofu?

For the hard-core Resident Evil 2 player—you know who you are—realize that there's one more character besides Leon, Claire and Hunk: a big block of Tofu, With a Knife. Only a Knife.

To access the Tofu adventure—which pits a protein-rich chunk of curd against the same gauntiet Hunk faced—you need only beat six





games back to back, and also earn an A rating in one of the second scenarios, so that you can also beat the Hunk adventure along the way.

You must keep working off the same game file as you move toward this goal—resaving each completed game and then starting from that file. The game is keeping track.

Having played Hunk's game, you can imagine what a challenge it'll be to survive as a virtually defenseless blob of bean. Fortunately, you're a relatively spry blob of bean. The trick, of course, is to engage an enemy only when you have no other options. Run. Dodge. Swerve. Go, bean, go!



Extreme Battle Mode



One of the new elements unique to the Resident Evil 2: Dual Shock version is the Extreme Battle mode. When you complete an entire game (both the A & B Adventures) in Original Mode, you will not only be given the chance to

save your game in Adventure A again, but you will be given the ability to save the Extreme Battle mode option. When you

A hazardous virus has been detected inside the transport train.

return to the Start/Options screen, select "Load Game." This will bring up a menu with two play options. Select data for the Arranged Mode, then choose the game with the "???" text listed as the name.

Return to the police precinct, find the "4 special bombs" located within and use them to incinerate all traces of the virus!

This will begin Extreme Battle mode. From the Extra Battle mode title screen, you can load any saves you have made in Extreme Battle mode, check your play results, and of course, begin a new game.

Although unknown threats and terrors will be encountered throughout your mission, the fate of all the humankind depends upon your immediate action..

GOOD LUCK!

Extreme Battle mode consists of three levels, each containing three stages. When you begin the game, you may only choose Level One. On Level One's Character Select Screen, you can choose to play as one of the two available characters, Leon or Claire. However, there are also blank

spaces for two more playable characters. These become available as you complete each level. Each character maintains his or her physical stamina and attributes from the normal game and begins with a preset selection of items and weapons. After a brief mission summary, your game begins.

As for the Extreme Battle Mode itself, you will find yourself back in familiar territory.

The object of the each of the three levels is the same; fight your way through the three stages to the Police Station and locate the four "Special Bombs" inside. Following is general information about what you can expect in Stage One, Two, and Three of Levels One, Two, and Three. You start your adventure in the Laboratory Monitor Room.

Stage One



Backtrack through the laboratory corridors until you reach the lift that originally brought you down there in the normal game. Along the way you'll face some Zombles, lvy, and Lickers, but don't be tempted to simply blast away at everything you see. You have a limited amount of ammo, and although you can find more along the way, there are far more enemies than there are bullets. Whenever you have the chance (and when it won't take too much damage), simply dodge and run past the enemies. Save your ammo for when there is simply no escape. Once you complete the first stage, you are scored on your performance. Then it's off to the second stage.

Stage Two

You need to backtrack from the laboratory lift to one of the two sewer entrances (Leon's or Claire's) from the normal game.



Stage Two is also fairly basic to maneuver through.

Once again, you'll encounter several of the toughest enemies in the game along the way. Remember to conserve your ammo as much as possible for the third stage. You'll also notice a number of Green Herbs along the way. Grab them if you're feeling a little weak. After you reach the sewer flood gate, you will move on to Stage Three.

Stage Three

In Stage Three, your mission is simply to locate the four "Special Bombs" scattered throughout the Police Station. When you play the Extreme Battie Mode, the only thing that will differ in each level is the location of the bombs in Stage Three. It may take you a while to find them; that's why it helps to have a good supply of ammunition. Quite simply, you will need all of the ammo you have for the number of enemies you will face here.

When searching, try and look in obscure rooms spread equidistantly around the station. After you have collected the last one, you will complete the stage, and finish the level. Since the bomb locations are random, below are some possible locations for the bombs on the various levels.

Possible Bomb Locations

- 1. Located in the Clock Tower Attic where you used the Gold Cogwheel.
- 2. Located in the S.T.A.R.S. office, where the Unicorn Medal was.
- 3. Located in the First Floor Conference Room, in the back area above the fire place where you found the Red Jewel.
- 4. Located in the Basement Jail Cell where Ben was located.
- 5. Located in the side room from the Chief's office where you find Sherry in Claire's adventure.
 - Located in the Furnace Room with the three wall fixtures.



After you complete Level One, Ada will become the third selectable character.



Ranking Your Game

The ranking system used for Resident Evil 2 is based primarily on the time it takes to play: under three hours earns an A, three to five hours earns a B, five to seven hours is a C, and anything over seven hours is a rank of D. In addition, your ranking is lowered one notch if you use any special weapon, or if you save more than a dozen times.

After you complete Level Two, Chris Redfield will become available for use in Level Three. The only real difference between the characters is the selection of weapons they begin the mode with.

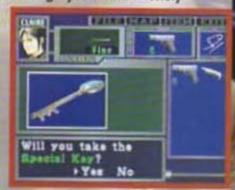
Good luck!

Expanding Your Wardrobe



If you play a Normal difficulty game, and don't pick up any of the items outside the Police Station—no Bullets, no weapons, nothing—you'll find a lonely

Zomble (Brad Vickers from Resident Evil 1) patrolling the "long way" to the Police Station entrance (down the stairs once you're inside the gate).



He's a tough undead, but he's carrying a key you can use to change cos-

turnes, if that kind of thing excites you.

Killing him with the three or four bullets you have left isn't going to happen, so consider going and getting a better weapon from the Police Station, then coming back out to do the deed. Either that, or entice him into a leg-lunge, at which point you can simply stomp his over-ripe

melon.



Search him for a key, and then use the key to open the locker in the Dark Room. You'll be stylin'. In addition, you'll find the Colt Python. Nice deal, huh?

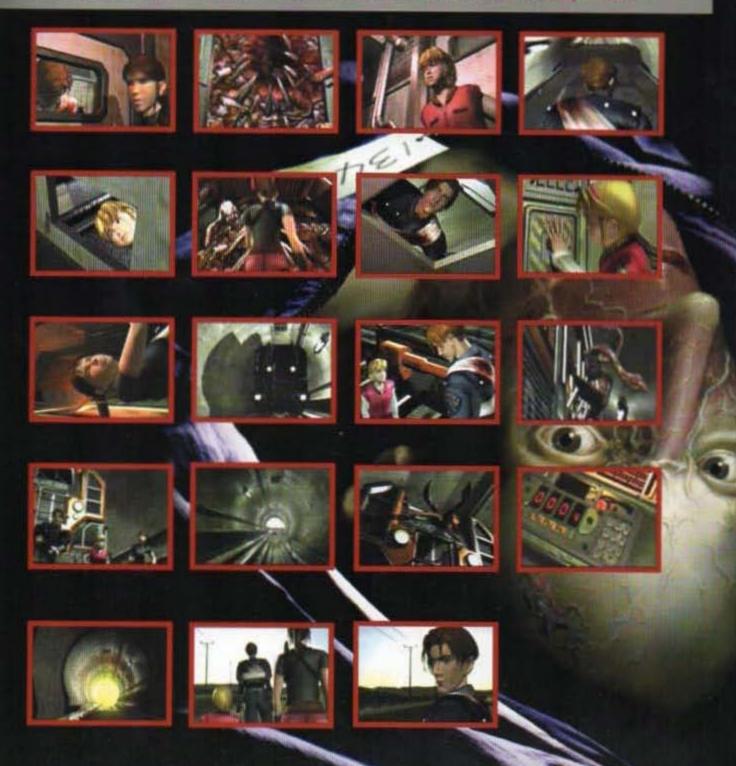






completing Adventure A, whichever character you are using escapes down into the lower area of the Lab and hops aboard the train as speeds away from the exploding building. If you're using Claire, she then applies the Vaccine to Sherry and revives her. With that their three of them (Leon, Claire, and Sherry) realize that their work isn't quite done, and that they need to locate Claire's brother, the Radfield. If you're using Leon, after boarding the train, he checks to see if Claire and Sherry are okay, and then walks to the front of the train and reflects on what has happened to Ada.

Once you finish Adventure B and face the final form of William, a pulsing mass of terror, you're treated to the game's true ending. The crashes and the three of you realize that you must go after Chris—all the way to the European offices of Umbrella—to stop this suppose we'll have to wait for Resident Evil 3 to find out how the story unfolds!



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